PRIMA'S OFFICIAL STRATEGY GUIDE

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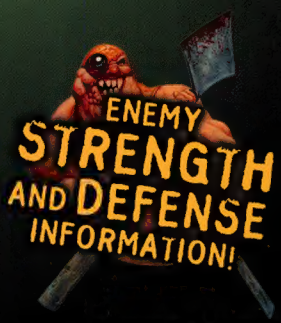

Jeremiah Marinas

PRIMA®

PSYGNOSIS

PRIMA'S OFFICIAL STRATEGY GUIDE

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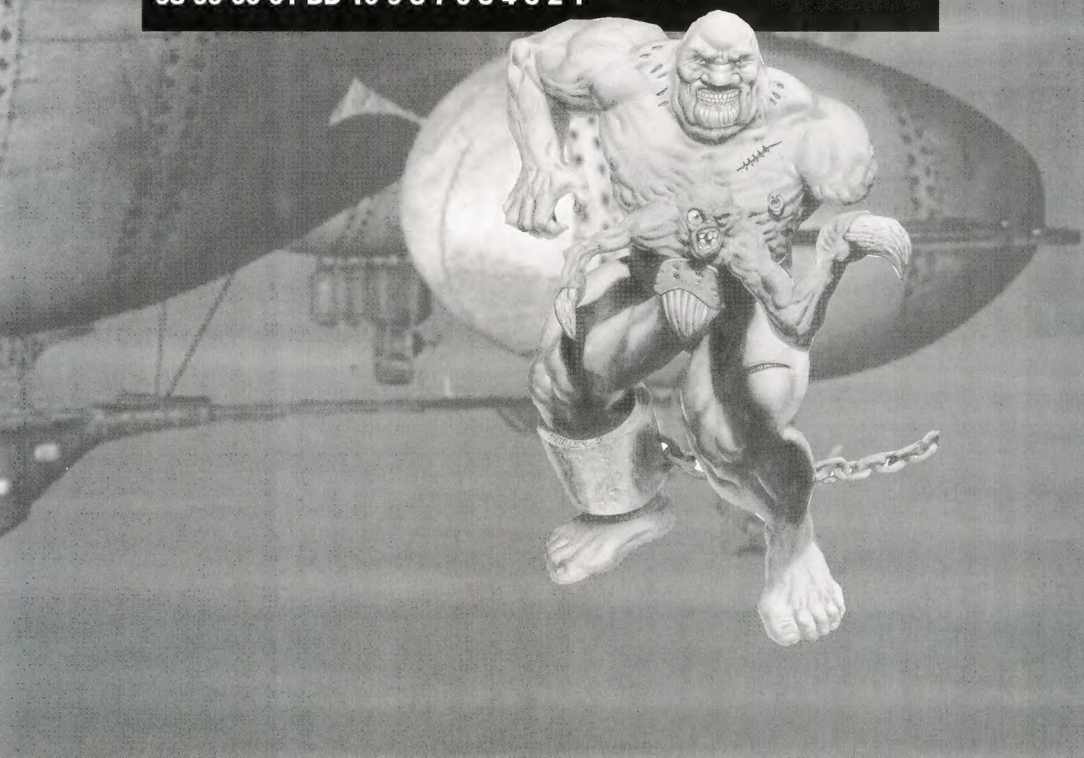


Table of Contents

How to Use This Strategy Guide 2

Reaching the Final Level 3

Finding the PsyKeys 4

A Few Helpful Hints 5

Level 0: The *Nautiflyus* 6

- Sector 1 6
- Sector 2 7
- Sector 3 8
- Sector 4 9

Level 1: The Roofs 10

- Sector 1 10
- Sector 2 11
- Sector 3 12
- Sector 4 12
- Sector 5 13
- Sector 6 14
- Sector 7 15
- Sector 8 Level Boss—Golem 15

Level 2: The Refinery 17

- Sector 1 17
- Sector 2 18
- Sector 3 19
- Sector 4 20
- Sector 5 21
- Sector 6 Level Boss—Prototype 22
- Sector 7 23
- Sector 8 23
- Sector 9 24
- Sector 10 25
- Sector 11 26
- Sector 12 27

Level 3: The Vegetation 28

- Sector 1 28
- Sector 2 Level Boss—Tree Man 29
- Sector 3 30
- Sector 4 31
- Sector 5 32
- Sector 6 32
- Sector 7 33
- Sector 8 34
- Sector 9 35
- Sector 10 36
- Sector 11 37
- Sector 12 38

Level 4: The Jails 39

- Sector 1 39
- Sector 2 40

Sector 3 41
Sector 4 42
Sector 5 42
Sector 6 43
Sector 7 44
Sector 8 45
Sector 9A 46
Sector 9B 46
Sector 10 47
Sector 11 48
Sector 12 49
Sector 13—Level Boss Ek Ahau 50

Level 5: The Kitchens 51

Sector 1 51
Sector 2 52
Sector 3 53
Sector 4 54
Sector 5 55
Sector 6 57
Sector 7 58
Sector 8—Level Boss Kisin 59
Sector 9 60
Sector 10 61

Level 6: The Pools 62

Sector 1 62
Sector 2 63
Sector 3 63
Sector 4 64
Sector 5 65
Sector 6 66
Sector 7 67
Sector 8 68
Sector 9 69
Sector 10—Level Boss Dragon 70
Sector 11 71
Sector 12 71
Sector 13 72

Level 7: The Temple 73

Sector 1 73
Sector 2 74
Sector 3 75
Sector 4 76
Sector 5 77
Sector 6 78
Sector 7 79
Sector 8 80
Sector 9 81
Sector 10—The Final Boss, Ah Puch 82

Appendix A—Character Features 84

Appendix B—Enemies Table 85

How to Use This Strategy Guide

Many have tried before you—few have succeeded. But the epidemic must be halted. You must deliver the Pearl to those in need. You hold in your hands the key to making your mission a success—*O.D.T.: Prima's Official Strategy Guide.*

This chapter will give you an understanding of how best to use the resources this strategy guide has to offer.

The Levels

Each of *O.D.T.*'s eight levels—Level 0 to Level 7—breaks down into sectors, for more than 80 sectors in the game as a whole. This walkthrough guides you step by step through each sector, as efficiently as possible.

Each level begins at Sector 1, Step 1. Keep in mind that these gigantic levels require you to jump and skip constantly from sector to sector, so follow the steps accordingly: if the walkthrough directs you to another step and sector, turn to that page and continue from there.

The Steps

Short and sweet, the level descriptions herein break the action down into brief steps that keep things moving. Follow along to solve all the game's hidden puzzles, traps, and secrets.

The Maps

This guide features detailed maps for all 82 sectors. Labeled lines indicate each route so you won't get lost as you explore. Whenever you enter a new sector, the walkthrough will tell you which line to follow. Bonuses, saving pods, containers, Psykeys, and gas bottles are coded to make them easier to locate and retrieve:

■—Gas Bottles

✖—PsyKeys

▲—Pieces of Pearl Container

●—Bonuses (Ammunition, Energy, Mana, Spells, Grenades, Mines, Upgrades, Extra Lives, Antidotes, Power-Ups)

%—Saving Pods

Bonuses are marked with circles on the maps (under the Normal and Hard difficulty settings). More bonuses are available at Easy, but it's not possible to complete all the areas of the game.

Reaching the Final Level

You must complete a number of tasks before you're granted access to Level 7, "The Temple." If you fail to complete these objectives by the end of Level 6, your game will be cut short and you won't discover its remaining secrets. Follow the steps in this guide, however, and you're sure to get into Level 7 and be on your way to the game's true ending.

Difficulty Settings

If you really want to reach that final level, you'll have to do it the Hard (or Medium) way—fewer bonuses, fewer upgrades, fewer power-ups, and tougher enemies. Plus, you must collect still more gas bottles for the *Nautiflyus.* Face it, dominating this game means getting your hands dirty and learning to take a beating now and then.

Collecting Pieces of the Pearl Container

Throughout your journey, a primary objective will be to retrieve all seven pieces of the pearl container. You'll find these pieces in levels 1 through 6—one each in levels 1 through 5 and two in Level 6. (You find this seventh piece after you kill the level boss.) Search the buildings and collect all the pieces to gain access into Level 7 or your game will come to a quick end.

Retrieving Gas

Another objective is to find enough gas to inflate the *Nautiflyus* balloons. The 48 available gas bottles lie scattered throughout these levels. You must retrieve 30 (40 at the Hardest difficulty setting) bottles of gas for Captain Lamat in the end of Level 6 to continue into the final level. Remember, a lot of these bottles are found in secret areas so don't leave any stones unturned.

Finding the Psykeys

Just what are these "Psykeys," you ask? Well, think of them as pieces to a jigsaw puzzle. You can find one Psykey in each level, for a total of eight. Once you fit all eight pieces together, make your way to Level 7, Sector 5 and use them to gain access to a special bonus area—Level 7, Sector 7.

This sector recreates the Psygnosis French office, and is rife with bonuses, upgrades, and spells. This gives you the perfect opportunity to "power up" before your showdown with last boss, Ah Puch. If you take the time to collect the Psykeys—remember, most are concealed in hidden areas—you won't be sorry.

A Few Helpful Hints

Here are few things to think about when you're out there in the rough:

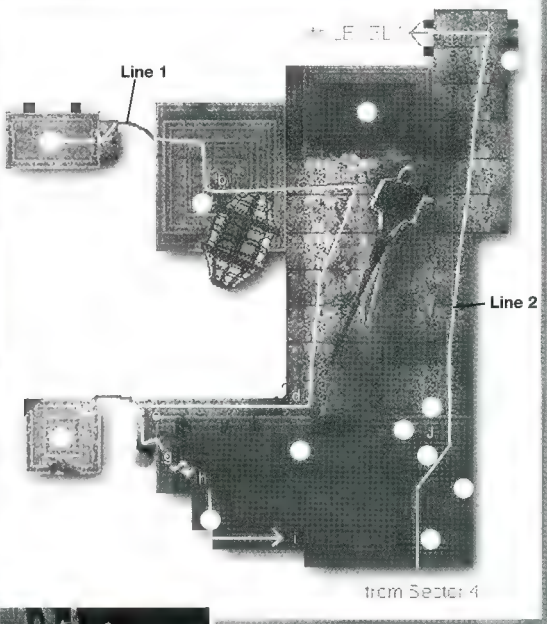
- Cracked walls and metal gates cover most hidden areas. When you come across them, don't hesitate to shoot. Chances are you'll uncover something good.
- Destroying rocks, windows, boxes, barrels, plants, and vases builds experience. Don't pass these by if you want to increase your abilities.
- Save your game after every level and at every saving pod.
- Some enemies are vulnerable to specific weapons. Learn their weaknesses and take 'em on.
- Magic can be a great resource. Learn as many spells as you can and stock up on mana.
- Against larger opponents, use defensive maneuvers to avoid attack. Ducking and rolling side to side can save you a lot of bumps and bruises.
- Try crawling through tiny spaces and holes to discover new areas.
- Use grenades to attack enemies from a distance. A monster can't shoot you if it can't see you.
- Mines can devastate pursuing enemies: simply drop them as you run. Holding down the Throw button will delay the countdown before an explosion.
- Killing Spectres always involves magic. Try first disabling them using your Freeze Spell (if you've learned it); then use your Fire Weapon to finish them off.
- If you find yourself trapped in a corner or stuck in a lava pit, use the Teleport Spell to return to the nearest checkpoint.
- If you're running low on energy, using the Vampire Spell in front of an enemy will replenish your health.
- Save most of your ammunition for the bosses. If you can avoid a monster without using your weapon, do so.
- When your inventory reaches full capacity, discard useless items to make room for important ones. You can pick up dropped items later, when you have more room.
- Use the Light Weapon to kill fast-moving targets (rats, bats, and spiders).
- Skeletons can be real pains, so use your Fire Weapon to turn their bony bodies into heaps of ash.
- Some cupboards contain useful bonuses. Search them thoroughly, and even try pushing them aside. Goodies may be waiting for you.
- The Ghost Spell is a great way to creep up on enemies to strike from behind. You also can use it to sneak past monsters and protect yourself from some attacks.
- Beware: the levels contain multitudes of traps and other little hazards—flagstones that trigger arrows, for example.

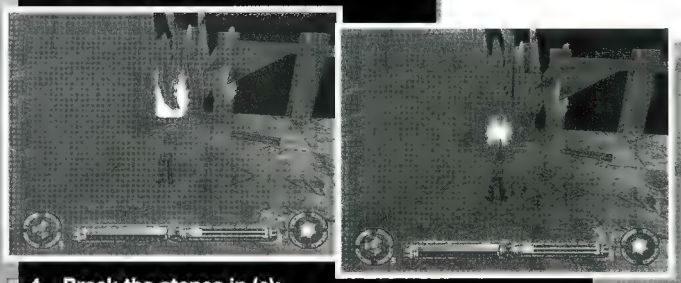
Level 0: The Nautiflyus

Sector 1 (Line 1)

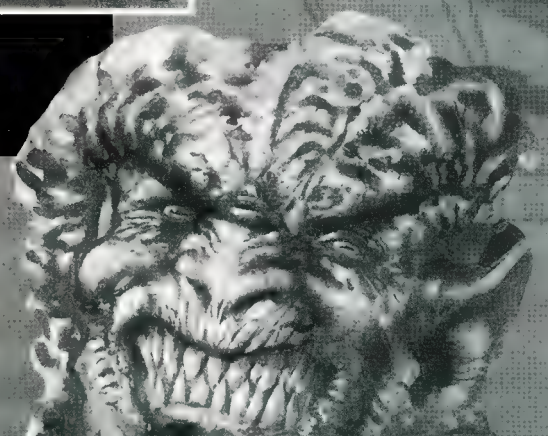
1. Go to (a) and talk to Captain Lamat. He'll give you information about your mission.

2. Follow the path to (b) and (c) to collect a few bonuses.
3. Go to the plants in (d) and destroy them to continue on the path.



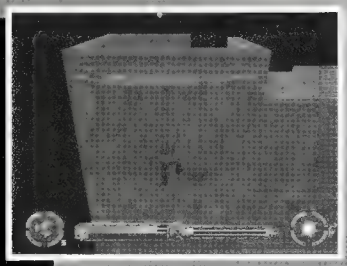


4. Break the stones in (e); then jump over the gap to (f).
5. Return to (e). Now jump from (g) to (h).
6. Take down the plant (i) and climb down the ladder to reach Sector 2, Step 1.



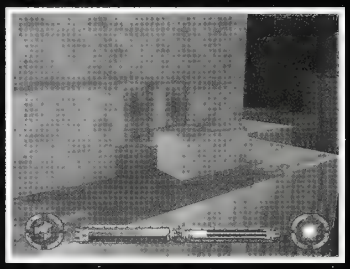
Returning from Sector 4 (Line 2)

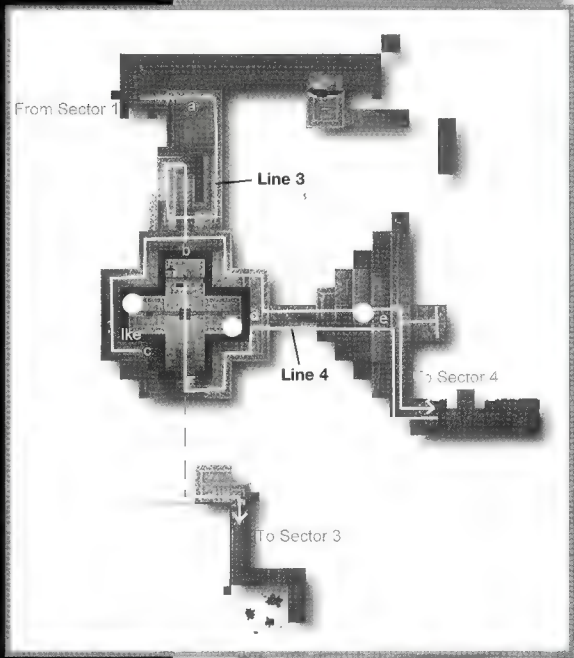
7. When returning from Sector 4, follow Line 2 to (J).
8. Climb down the cliff face and run to (k).
9. Climb down the ladder to exit this level and enter Level 1.



Sector 2 (Line 3)

1. Climb down the ladder to (a). Follow the path up the stairs to (b). Stay to your right to reach (c).
2. Pull down the lever to uncover an entrance in (F).

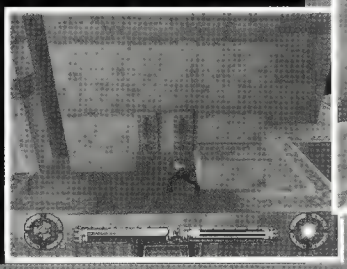


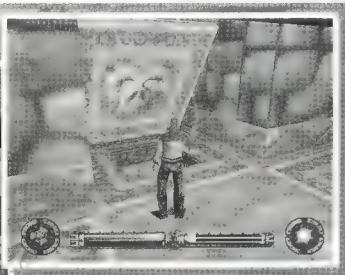


3. Head over to (d) and walk up the stairs to (e).
4. Take a right and climb down the ladder to enter Sector 4.
5. Go to Sector 4 Step 1.

Returning from Sector 4 (Line 4)

6. Arriving from Sector 4, follow Line 4 all the way to (F).
7. Crawl under the small opening and jump down through the trapdoor.
8. Run to the end of the corridor and stand on the platform. It takes you to the entrance of Sector 3.
9. Enter Sector 3, Step 1.



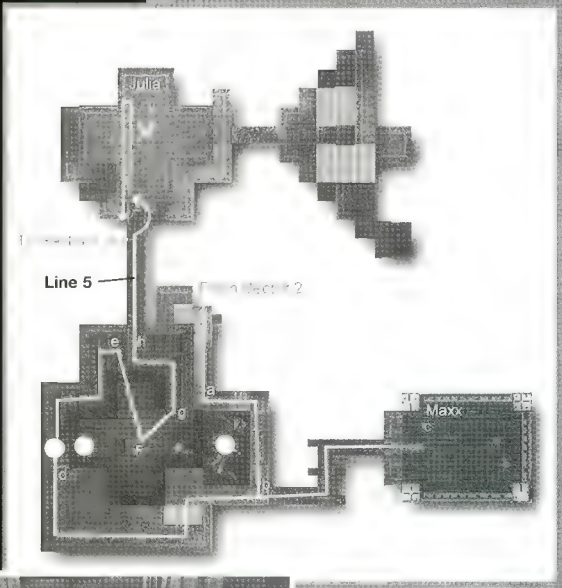


Returning from Sector 3 (Line 4)

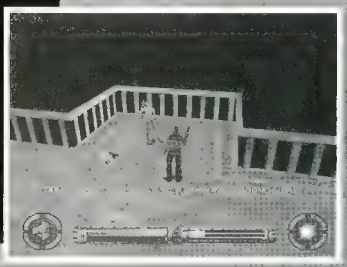
10. If you arrived from Sector 3, you'll land in (f).
11. Go to (d) and (e), and then head back into Sector 4, Step 8.

SECTOR 3 (LINE 5)

1. After entering this sector through Sector 2, run up the steps to (a); then make a left at (b).
2. Meet up with one of your crewmembers in (c). He'll give you an item to help you in your quest.

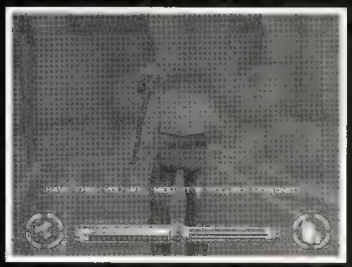


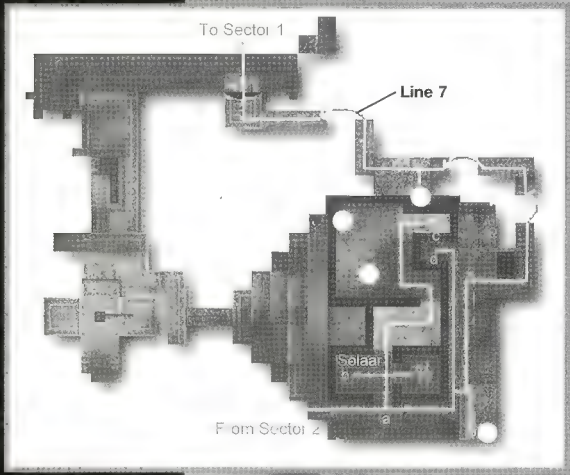
3. Follow the path to (d) and enter the building.
4. Go deeper inside and take the elevating platform up.
5. Step off the platform and jump down into the center of the room.
6. You must climb several ladders to reach the top of the building.
7. After making it to the top, go to (g), and then (h).
8. Cross the bridge and jump over the hole leading back to Sector 2 (F).
9. Talk to the nearby crewmember to get another item (J).
10. There's a PsyKey nearby you can pick up.
11. Now jump down to Sector 2 (F).
12. Move on to Sector 2, Step 10.



Sector 4 (Line 6)

1. Descend the ladder from Sector 2 and make a left into the building (a).
2. Go to (b) and meet up with one of your crewmembers. He'll give you an item to help you in your mission.





3. Now head to (c) and activate the lever to open a trapdoor back in Sector 2.
4. Leave the building and return to (a). Follow the path to (d).
5. Pull down the lever to lower the ladder leading back into Sector 2.
6. Retrace your steps and climb back up the ladder into Sector 2.
7. Go to Sector 2, Step 6.

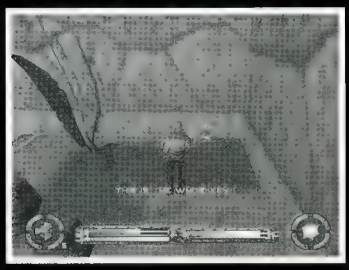
Returning from Sector 2 (Line 7)

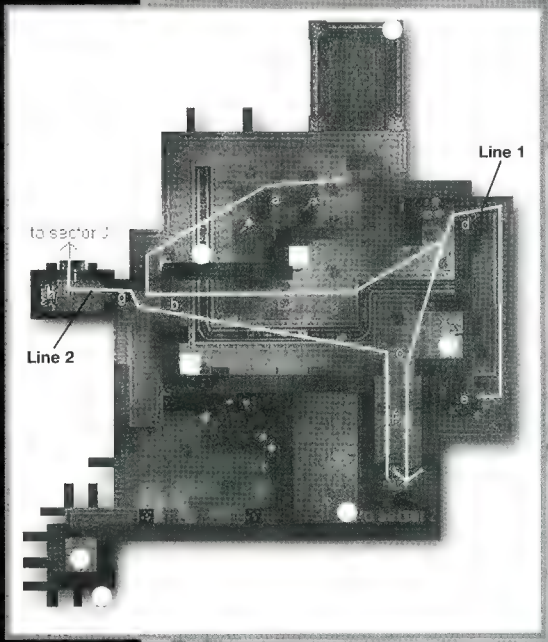
8. Go to (a). Follow line 7 to a stone wall you can climb. Climb all the way to the top to reach an entrance back into Sector 1.
9. Go to Sector 1, Step 7.

Level 1: The Roofs

Sector 1 (Line 1)

1. When the level begins, immediately walk up to the crewmember nearby and talk to him. He informs you Captain Lamat has been kidnapped and the green pearl is missing. He gives you a fragment of the container and says you must find the five other pieces. You also must bring back some gas (the number of gas bottles you need depends on the difficulty level).
2. Pickup the container and run past (a) to (b).
3. Follow the path and notice the locked gate in (c).
4. Run past (d) and descend the stairs to (e) to collect the White Key.

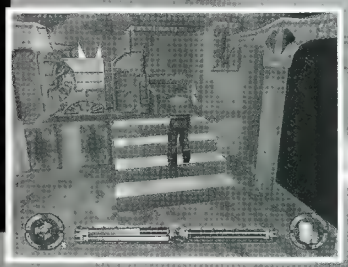




5. Return to (c) and open the gate. Run across (F) and enter Sector 2.
6. Go to Sector 2 Step 1.

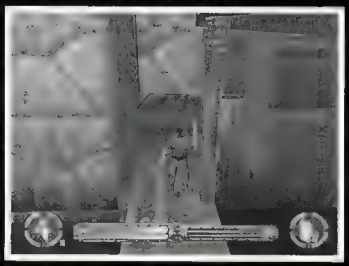
Returning from Sector 2 (Line 2)

7. After returning back from Sector 2, follow Line 2 to (g) and use the Blue Key to open the locked door.
8. Walk over to (h) and activate the lever to power up an elevator (i).
9. Stand on the elevator to get to Sector 3.

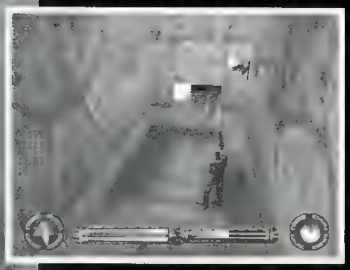


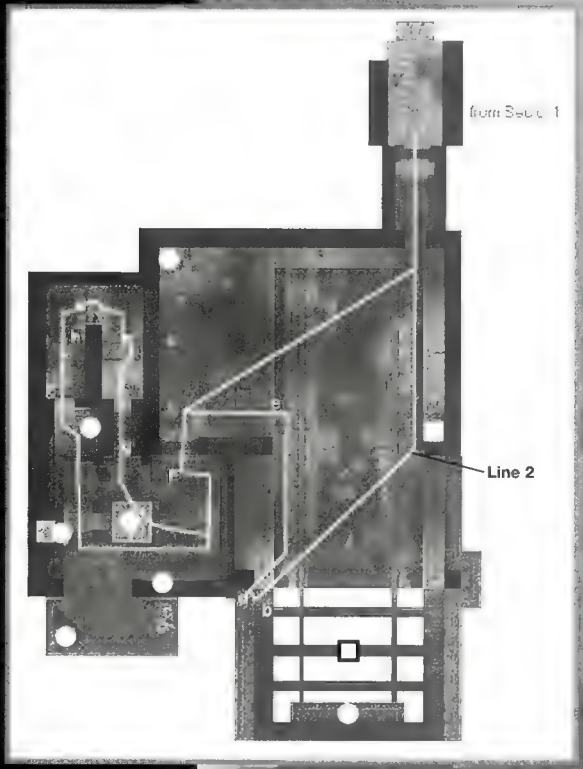
SECTOR 2 (LINE 1)

1. Quickly go to (a) and kill the monster behind the boxes.
2. Go over to (b) and destroy the turret at (c). Leap down to (d) to collect the Blue Key.



3. Jump back to (b), go to (e), and then enter the room in (F).
4. Go up the stairs (g) and jump over the flagstone to avoid the deadly arrows.
5. Eliminate the monster (h) and destroy the box behind it to reveal a secret room with a power up.

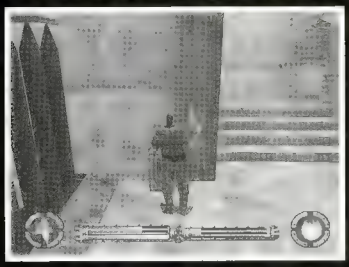




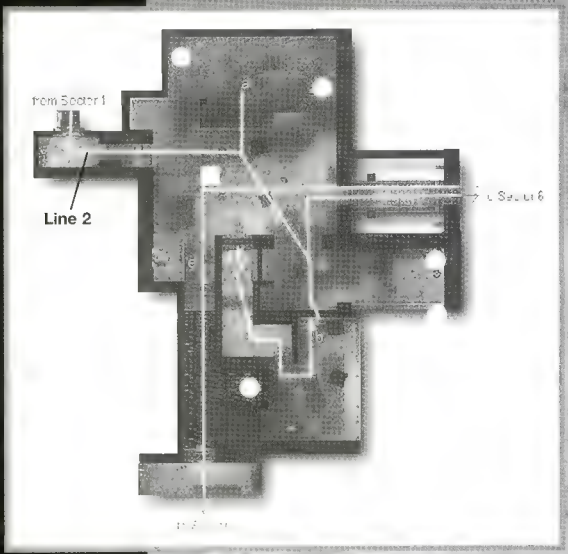
6. Jump down and head back to the beginning of the sector.
7. Exit the sector and return to Sector 1, Step 7.

Sector 3 (Line 2)

1. Step off the elevator and follow the path to (a). Kill the monster to receive a bonus.
2. Now go to (b), and then (c). Pull down the lever to open the gate on the left.



3. Destroy the turret inside the cage and jump onto its base. Jump straight up to receive a piece of the Pearl Container.
4. Return to (b) and follow the rest of the path to reach Sector 6, Step 1.

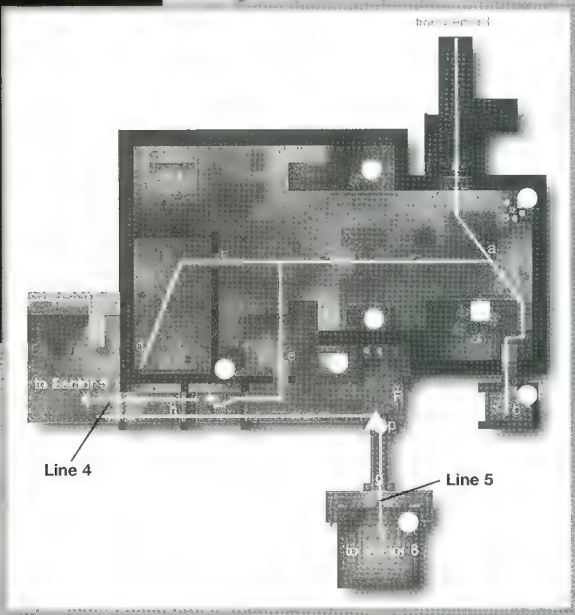


Returning from Sector 6 (Line 3)

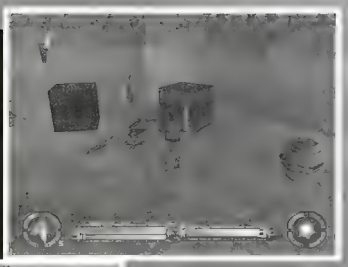
5. When you return from Sector 6, follow Line 3 to Sector 4, Step 1.

Sector 4 (Line 4)

1. Step farther into the sector, to (a). Continue on the path to (b) and destroy the turret there. You also can take out the monster at (F).



2. Now go to (c) and enter the room. Kill the monster inside and pull the lever at (d). This lowers the gate at (h).
3. Follow the path up the stairs to (e). Stay on the trail and pass through the gate (h) to reach Sector 5, Step 1.

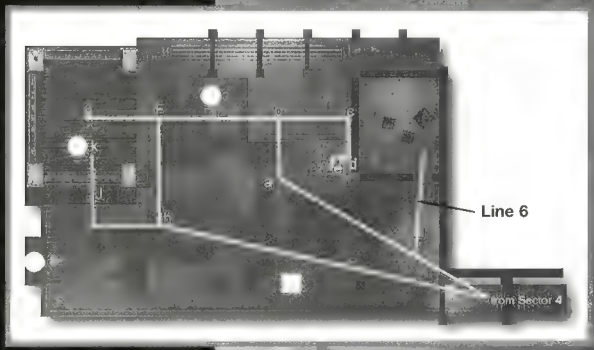


Returning from Sector 5 (Line 5)

4. Follow Line 5 to (p). There, climb up the railing to reach another PsyKey.
5. Jump down and use the Yellow Key to open the gate at (g).
6. Step inside the teleporter to reach another section of Sector 6.
7. Go to Sector 6, Step 3.

Sector 5 (Line 6)

1. Go to (a), and then (b). Dispose of the monster in the area. Then jump onto the small ledge to (c).
2. Carefully walk over to (d) and climb down the wall to (e). Pull down the lever to open a cage containing a crystal in this sector (k).



3. Climb out of the pit and go to (F). Now kill the monster in (g).
4. Jump down to (h); then run under the platform (J) and grab the crystal in (k).

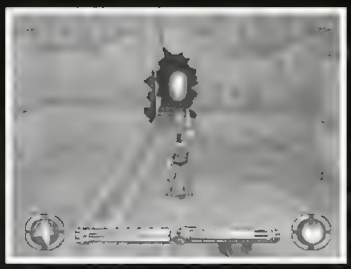
5. Now you must dispose of all the hostile creatures in the sector to receive the Yellow Key.
6. Once the Yellow Key is in your inventory, exit this sector to return to Sector 4, Step 4.

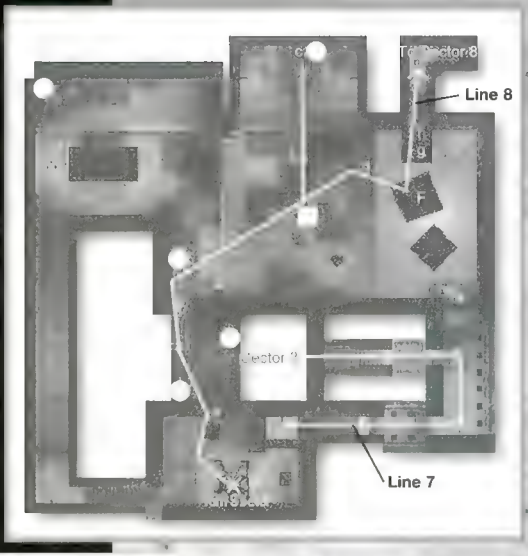
Sector 6 (Line 7)

1. Go to the end of Line 7 and eliminate the monster lurking in the hall. This prevents you from being attacked later in the game.
2. Go back to Sector 3, Step 5.

Returning from Sector 4 (Line 8)

3. Step off the teleporter and shoot the box at (a). Notice the crack in the wall: Shoot it to break down the wall.

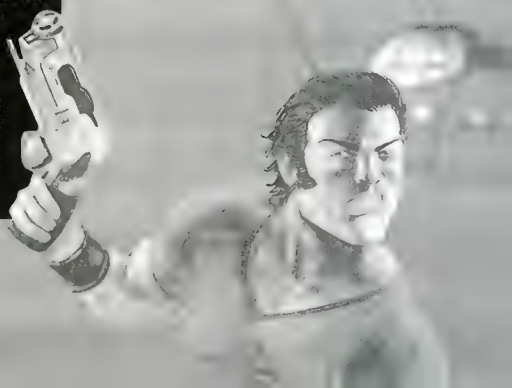




4. Enter the room and destroy the turret atop the staircase.
5. Run to where the turret was and hang off the edge. You should be able to reach the Black Key.
6. Proceed on the trail and shoot the wall at (c) to uncover a secret area (Sector 7).
7. Enter Sector 7, Step 1.

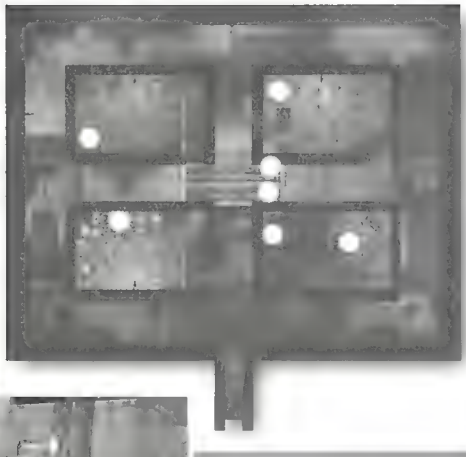
Returning from Sector 7 (Line 8)

8. If you're returning to Sector 6 from Sector 7, start at (c).
9. Now head over to (d) and shoot down the turret at (e). Get rid of the nearby monster, as well.
10. Carefully jump over the acid to (F). Jump again to get to (g).
11. Use the Black Key on the locked door to gain access to Sector 8.
12. Go to Sector 8 and prepare to battle the end level boss.



Sector 7

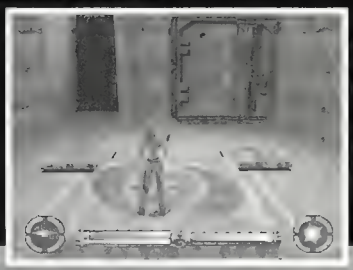
1. This small sector contains no enemies and a ton of bonuses. Go through the area and collect all the items you can find.

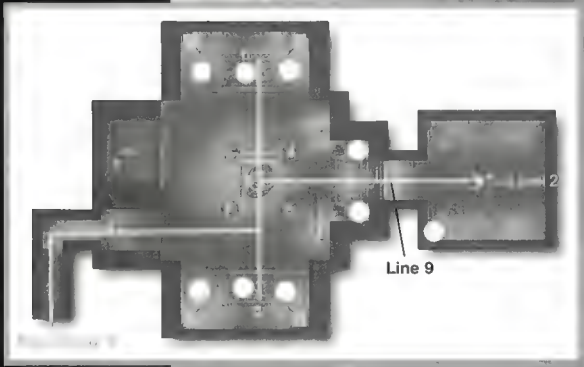


2. Exit the area back to Sector 6 (c), Step 8.

Sector 8 Level Boss—Golem (Line 9)

After entering the beginning of the sector, run across the checkpoint into a large, spacious room. There, you'll notice a huge concrete platform (a) in the center of the room, with four smaller platforms around it.

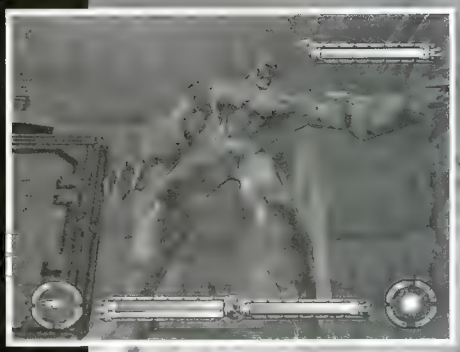




Standing on the center platform will cause the gigantic metal door to swing open, revealing the level boss, Golem (b).

Before climbing up the platform and confronting him, make sure your energy and weapons meter are full. After you summon him (by standing on the center platform), the monstrous miscreant will walk forward, taking center stage.

Keep your distance from him, just out of r each of his devastating kicks and punches. The monster can attack in other ways from afar, however, mainly by tossing stone boulders at you. To avoid being crushed, roll from side to side after he throws the boulder. Your evasive actions will leave your enemy vulnerable. Shoot him once with your gun, and then follow his attack patterns until it's time to strike again.



Before you defeat Golem, you'll have a chance to collect some extra bonuses in the sector. Make Golem throw his boulders on platforms (c), (d), (e), and (F) in the middle of the room. This opens the walls to (g) and (h).

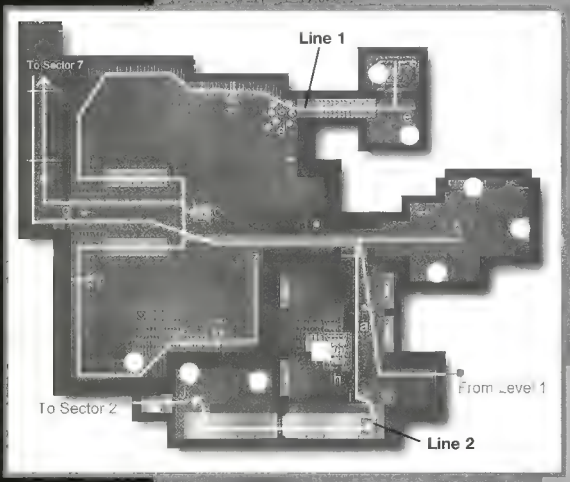
After defeating Golem, (i) will open.

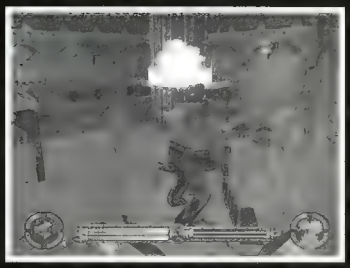
Follow the path into the next room and drop down into Level 2.

Level 2: The Refinery

Sector 1 (Line 1)

1. Follow Line 1 to (a) and kill the monster sitting there.
2. Exit the room and take the first right. Enter the next room (b) and eliminate any hostile creatures in the area. Check the cupboards for helpful bonuses.
3. Leave the room and stay on the path toward (c). Three laser turrets surround you. Run to (c) and climb the ladder to the laser cannon. Use it to disable the turrets (aim well; your ammunition is limited).





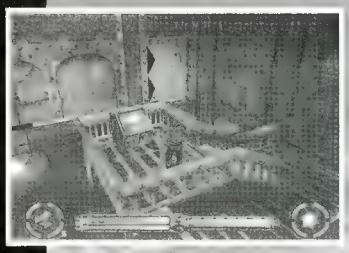
4. After neutralizing the threat, shoot the group of barrels at (d) to tear down part of a wall and reveal a secret place. Now take the staircase to the right and cross the footbridge to (e).
5. Turn the wheel (e) to open the gate to the left.

   Enter the small room and press the buttons on the wall.

   Pressing the buttons now willhelp you during the fight withthe Level 2 boss later in the game.
6. Leave the secret area, take the staircase to the left, and pick up the Yellow Magnetic Card at (z). Use the Yellow Magnetic Card to open the door leading to Sector 7 (g).
7. Go to Sector 7, Step 1.

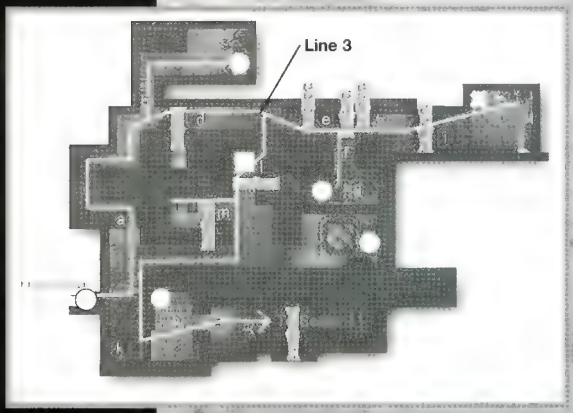
Returning from Sector 7 (Line 2)

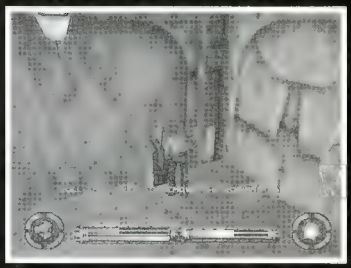
8. Once back from Sector 7, return to the start of the level and head to the computer at (h). Use the Blue Magnetic Card on the computer to open a nearby door.
9. Jump down and walk over to (i). Pull the lever to activate the floating platform. Jump onto the platform to cross the pool of acid.
10. Step onto the elevator (J) to reach Sector 2, Step 1.



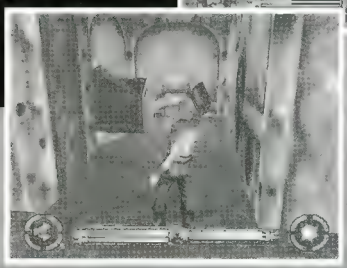
Sector 2 (Line 3)

1. When you arrive from Sector 1, stay on the elevator, turn around, and walk behind the elevator to find a secret area. Collect the bonus and move on to (a).
2. Follow the path north and run up the stairs (b) to (c).
3. Kill the monster inside the room and activate the lever to operate all the hydraulic rams in the level.





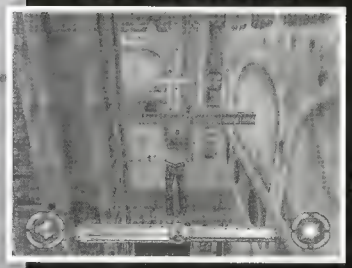
4. Carefully pass the first ram to (d), and then (e).
5. Behind the next ram will be a hard-to-find room (F). Inside you'll find another set of buttons along the wall (similar to those you found in Sector 1, Step 5). Press the buttons (g) and exit the room to (h).
6. Cross another ram (i). Run over the to the lever in (J) to remove to locking bar (k). Kill the monster in the room to receive a piece of the PsyKey.
7. Now go to (l), and then (m). Shoot the box at (n) to find the Green Magnetic Card. Pick up the card and go to (k).

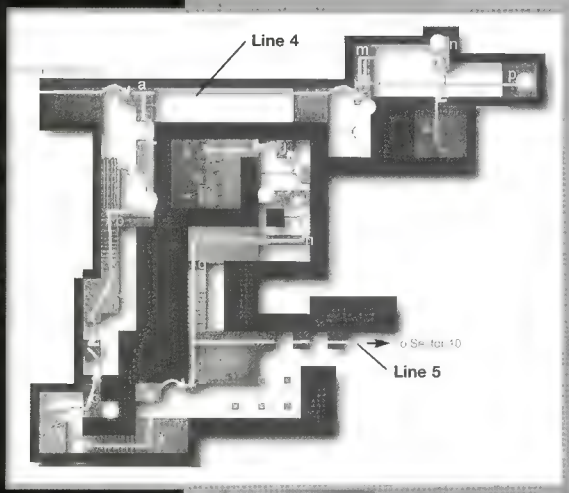


8. Use the Green Magnetic Card to open the gate and cross the room (o) to the exit.
9. Enter Sector 11, Step 1.

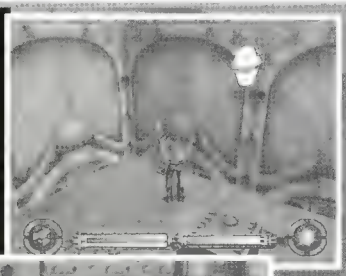
Sector 3 (Line 4)

1. When you arrive from Sector 11, immediately jump over the small gap to (a).
2. Follow the path to (b), and then jump the platforms to (c). Go to (d), (e), and then (f).
3. From (F), stay on the path and head north (don't exit this sector until you have this level's magnetic card).
4. Go up the stairs (g) and over to (h). Jump and grab the hanging bar and swing across the gap to (i). Repeat the process to reach (J).





5. Jump to reach (k) and pull the lever inside the room to activate the mechanical claws.
6. Now return to the beginning of the sector (a) and wait for a mechanical claw to pick you up and take you to (l).
7. Jump the gap and go to (m). There will be two claws. One will take you to an extra life (p) and the other will take you to (n).
8. Ride one of the claws to (n), and then jump to (o) and collect the Orange Magnetic Card.
9. Return to (F) and follow Line 5 to the next sector.
10. Go to Sector 10, Step 1.



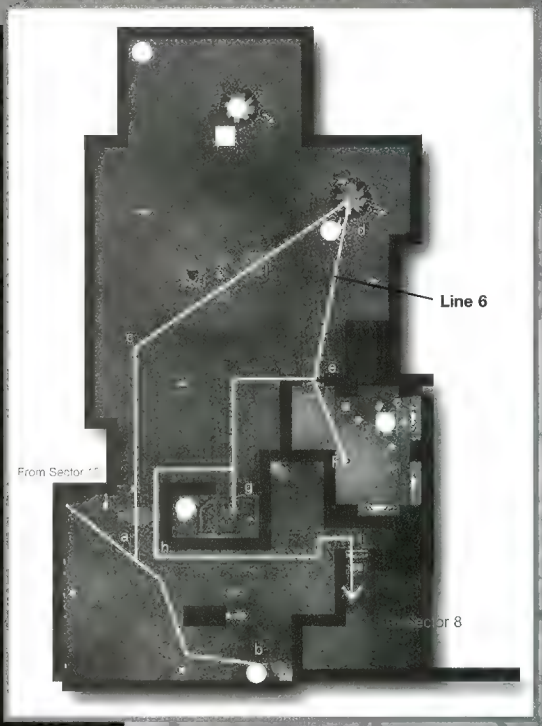
SECTOR 4 (LINE 6)

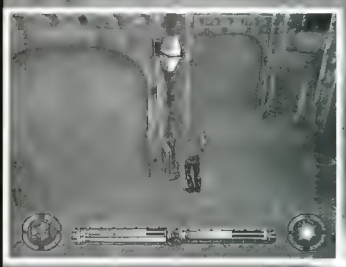
1. When you arrive from Sector 12, go to (a).

Destroy the nearby robot to receive a Red Magnetic Card.

Grab the card and take out the laser turret in the corner (b).

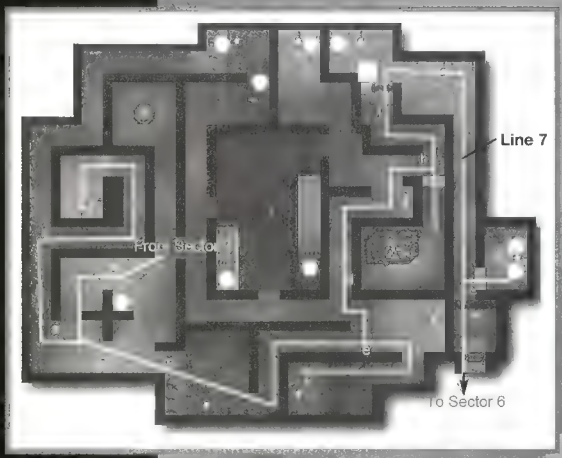
2. Now go to (c) and kill all the enemies in the vicinity.
3. Climb the tower east of the map to pick up a White Magnetic Card (d).
4. Get down from the tower and use the Red Magnetic Card on (e) to enter a room with a lever inside.
5. Activate the lever (F) to power-up a work crane in Sector 8.
6. Exit the room and walk over to (g) to find a large crack in one of the walls. Shoot down the wall to find a secret area with a metal drum. Shoot the drum to collect a rocket (to use on the level boss).
7. Leave the secret area and go to (h). Now walk over to (i), where you must use the White Magnetic Card to open the door leading to Sector 8.
8. Go to Sector 8 step 1.





Sector 5 (Line 7)

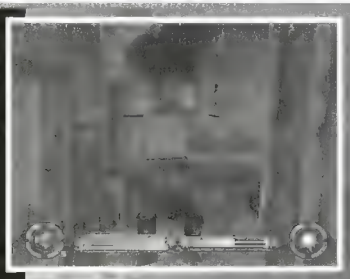
1. When you arrive from Sector 9, go to (a), (b), and then (c). Pull down the lever to open the door at (J).

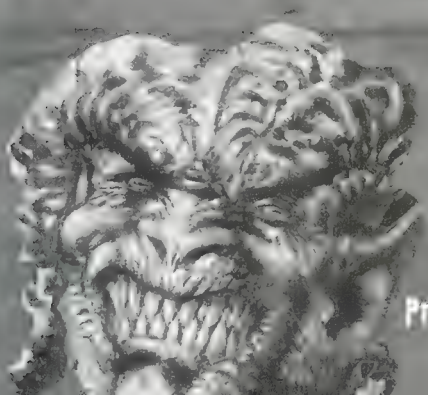


2. Now follow the path to (e), and then (F). Walk farther into the room to discover another lever. Pull down the lever to open another door in this level (L).
3. Leave the room and go to (g). *If you'd like to pick up a crystal, you can wander off the path and go to (m).*
4. Now head for (h). When you reach (h), face right to see a small opening overhead. Jump up to the ledge and enter the hidden room (i).

Grab the Upgrade Weapon and press the green buttons on the wall.

5. Exit the room to (J). Run down the corridor (k) until you get near the exit (L).
6. Before you exit this sector, visit another hidden room (n) for more bonuses.
7. Exit this sector and go to Sector 6 to fight the level boss.

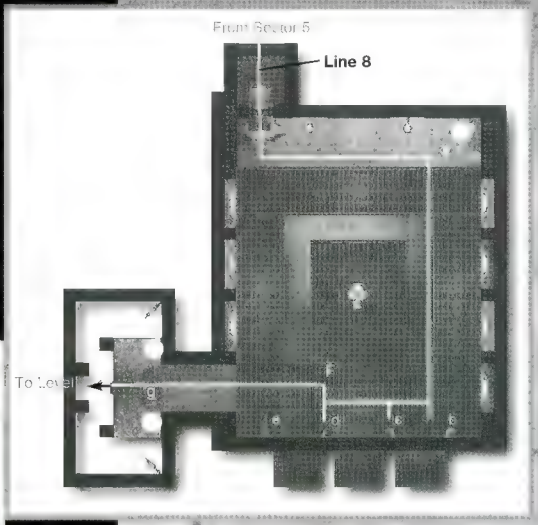


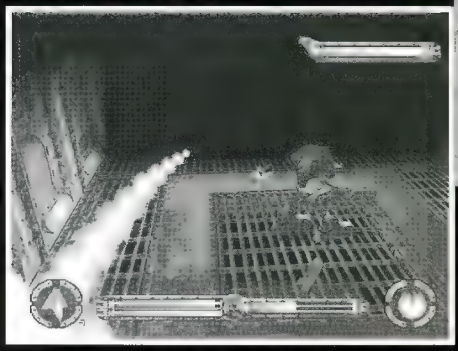


Sector 6 Level Boss—Prototype (Line 8)

When you arrive at Sector 6, quickly run to (a) and destroy the canisters to find a rocket. Walk toward the center of the room, where Prototype will appear. Run around it and make your way toward the southern wall.

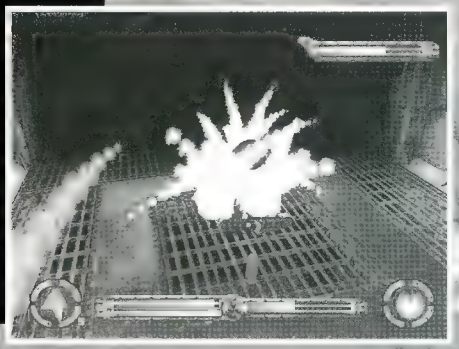
If you were able to press the green buttons in sectors 1, 2, and 5, you'll find three platforms leading up to a cannon (e). If you failed to press the green buttons in those sectors, you must shoot the skulls on the wall (b, c, and d) to activate the platforms. Climb the platforms to reach the cannon, load the rocket into the cannon, and watch it cause major damage to your foe.





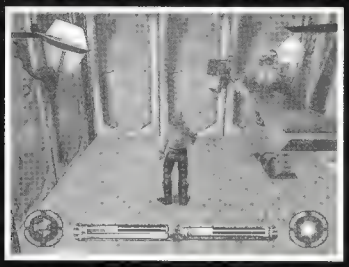
Pick up another rocket in (F) and use it with the cannon. By now your enemy should be almost dead. Use the last rocket you found in Sector 4 to finish it off.

If you don't have a third rocket, you must use your gun to finish the job. Keep your distance and watch out for the robot's multiple attacks. Try to shoot it from behind to avoid getting into its line of fire. After you destroy Prototype, head to the next room (g), and take the exit leading into Level 3.

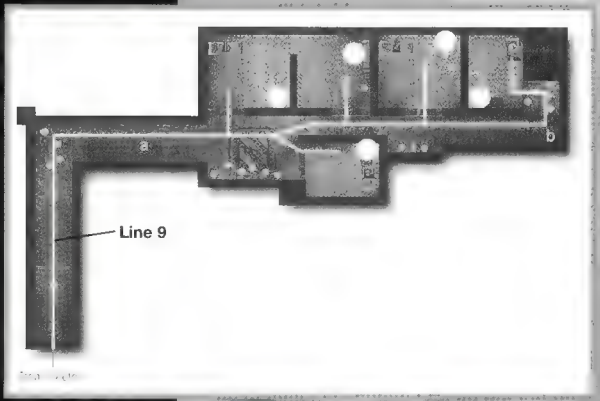


Sector 7 (Line 9)

1. From the beginning of the sector, go to (a). Run down to the corridor (b).



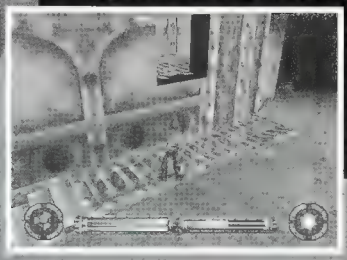
Enter the last room and kill the monster inside to grab the Blue Magnetic Card.

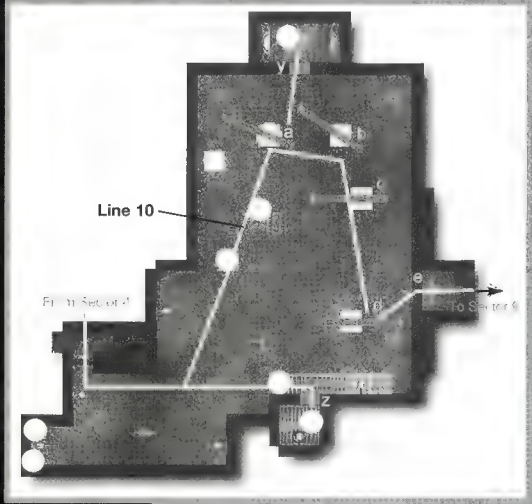


2. Explore the other rooms for bonuses; then exit this sector.
3. Return to Sector 1. Step 8.

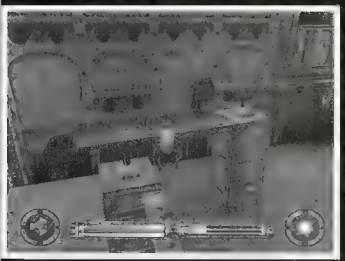
Sector 8 (Line 10)

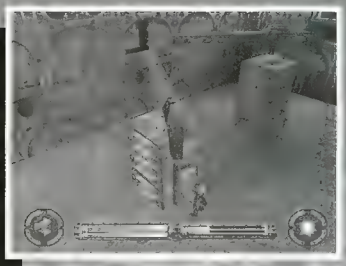
1. When you arrive from Sector 4, destroy the robot, go to (z), and shoot the wall to gain access to a secret area.
2. Make your way back to the room with the cranes. Now you must position the three motionless cranes (a, b, and c) so you can reach the rotating crane. *(There's a secret room in (y); shoot the wall and use the crane (a) to get inside).*





Position crane (a) so it faces east; cranes (b) and (c) should point south to reach (d).



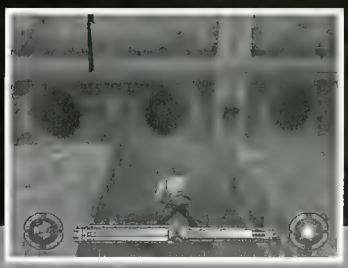


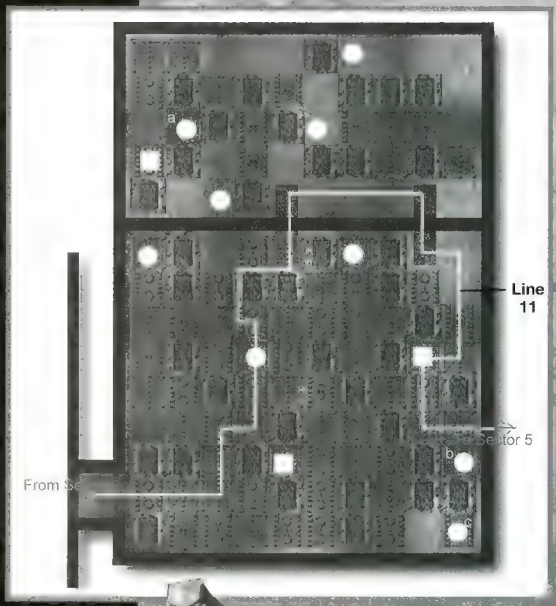
Climb the ladder (a) and jump from crane to crane until you reach (d). Jump off the rotating crane and open the gate (e) leading into Sector 9.

3. Go to Sector 9, Step 1.

SECTOR 9 (LINE 11)

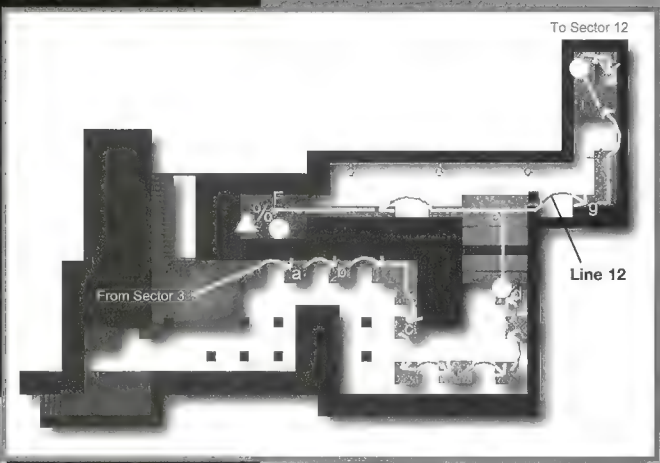
1. Follow Line 11 to exit this sector quickly. Numerous hidden bonuses lie scattered about this sector. Crystals await you at (a) and (c), and an extra life in (b).
2. Clear the sector of bonuses and head for the exit.
3. Drop down the exit and go to Sector 5, Step 1.



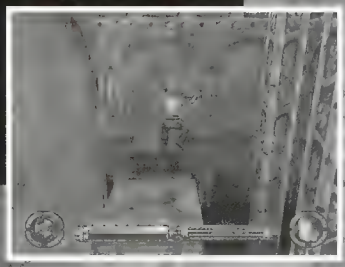


Sector 10 (Line 12)

1. When you arrive from Sector 3, follow Line 12 from platform to platform all the way to the locked gate. Use care, because platforms (a), (b), (c), and (d) will fall once you step on them.
2. Use the Orange Magnetic Card you found in Sector 3 to raise the gate.
3. Walk through the gate and take the first left at (e). Continue on the path and grab the piece of the Pearl Container (F).



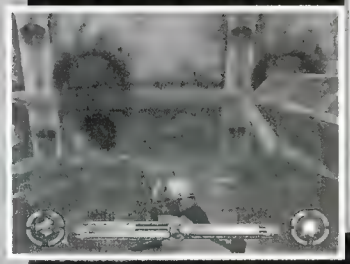
4. Return to (e) and continue east to (g). Jump over the gap to (i).

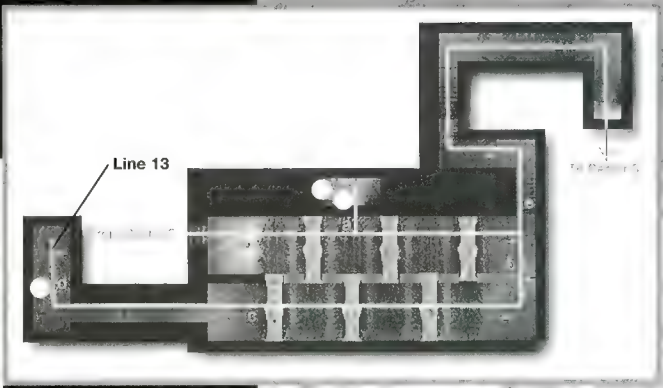


5. Descend the ladder to the next sector.
6. Go to Sector 12, Step 1.

Sector 11 (Line 13)

1. When you arrive from Sector 2, go straight to (a). Turn left to find a small hole in the ground. Crawl through it to enter a secret room with bonuses.

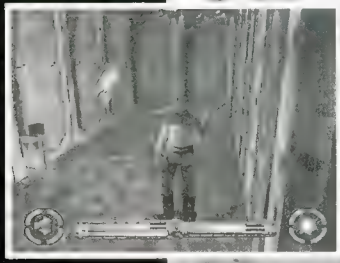


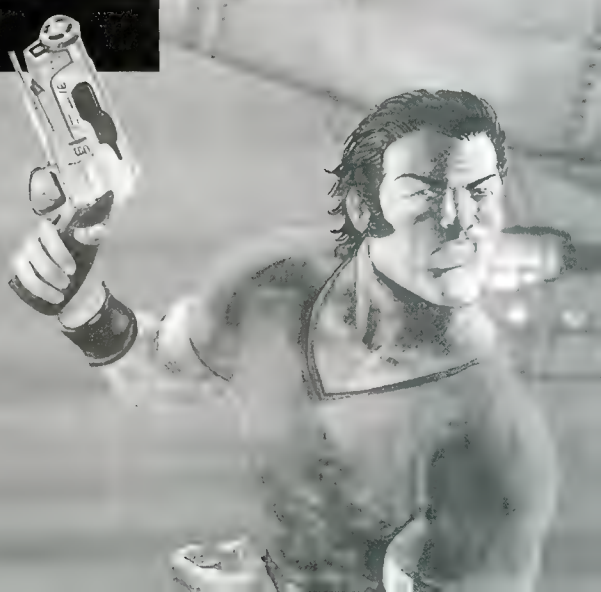


2. Exit the room and pass the hydraulic rams to (b). Then pass through another set of hydraulic rams to (c).
3. Run down the stairs to (d). Shoot and kill the monster to collect a Blue Magnetic Card.

Place the card into your inventory and head to (e).

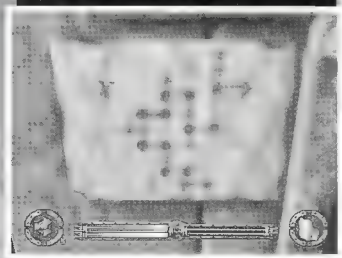
4. Use the Blue Magnetic Card on (F) to open the locked door; then run down the corridor toward the exit.
5. Jump into the pit to reach Sector 3, Step 1.

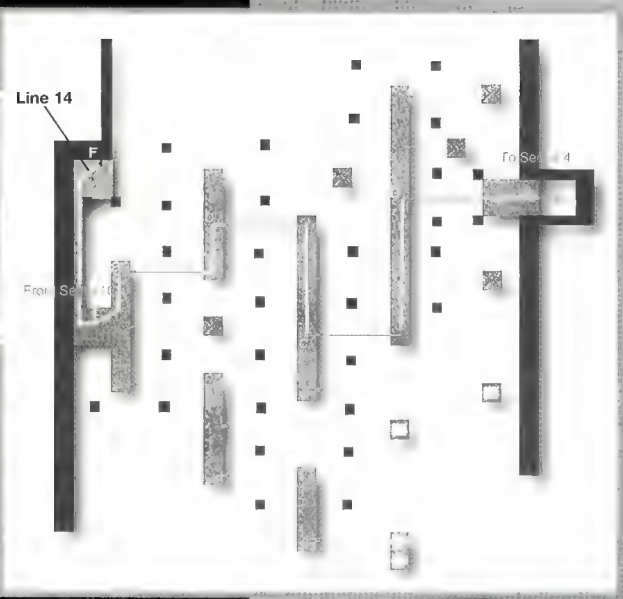




Sector 12 (Line 14)

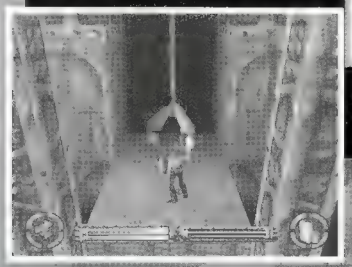
1. When you arrive from Sector 10, immediately walk to the map at (F).





Look at the map. It details this sector's setup.

2. To exit this level, take claws (a), (b), (c), and (d). If you do it right, you'll find yourself near the exit (e).



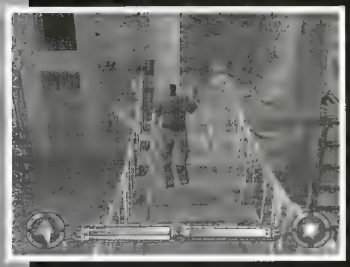
3. Go to Sector 4, Step 1.

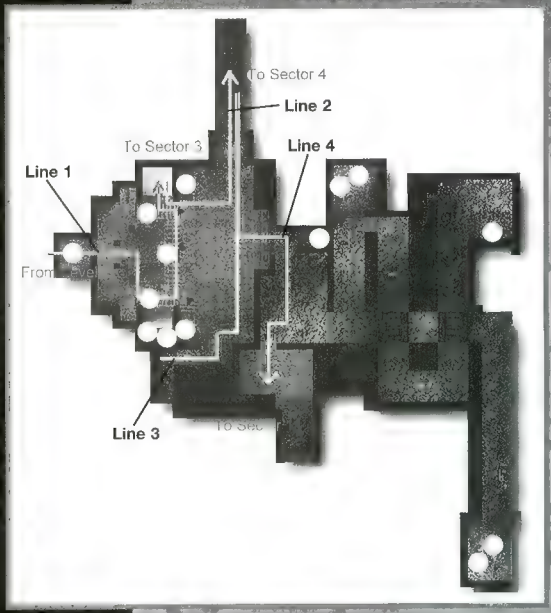
Level 3: The Vegetation

Sector 1 (Line 1)

1. When you begin the level, turn around and shoot the "Wanted" poster on the wall. Enter the hidden room and collect a Crystal.

2. Follow line 1 up the ladder and across the footbridge to the Sector 3 entrance.

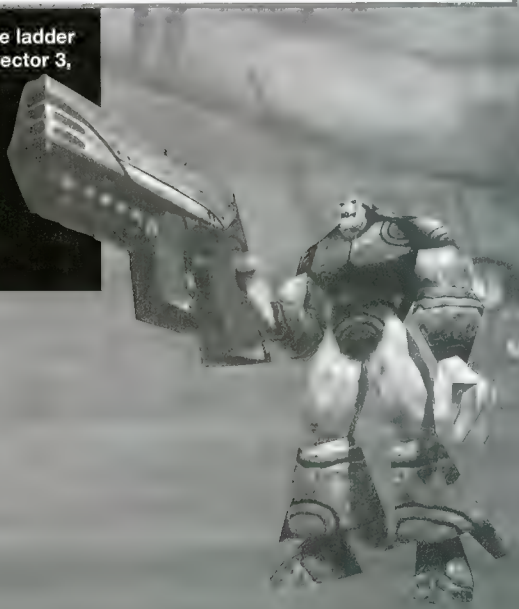




3. Descend the ladder and go to Sector 3, Step 1.

Returning from Sector 3 (Line 2)

4. After returning from Sector 3, follow line 2 toward the doorway to Sector 4.
5. Go to Sector 4, Step 1.



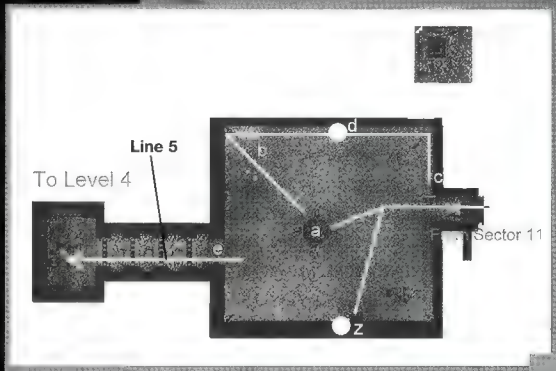
Returning from Sector 4 (Lines 3 and 4)

6. When you return from Sector 4, you'll have a chance to visit a small section of Sector 11 that holds a few bonuses. Just follow line 3 there and come back to Sector 1 when you're finished.
7. Now follow line 4 to reach the main part of Sector 11.
8. Proceed to Sector 11, Step 1.

Sector 2: Level Boss—Tree Man (Line 5)

Once you reach this sector, run over to (z) and collect an extra life from behind the wall. Now make your way toward the center of the room (a). Here you must shoot off the four geyser taps with your weapon.

Go to (b), where you'll awaken the Tree Man.



Be careful; he sends an army of raptors after you. Follow the path around to (c). Turn the wheel to cause oil to pour from the geyser taps. Now lead the monster under the geyser taps to cover him in oil. Then use your Fire Weapon to set him aflame.

If you run out of fire ammunition during the battle, more ammo will appear in (d).

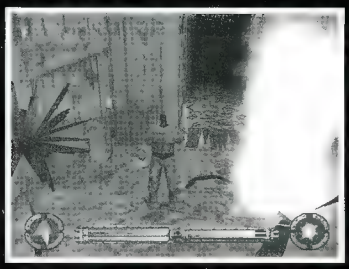
Repeat until you defeat the Tree Man. Then (e) opens up and you can make your way into Level 4.

Sector 3 (Line 6)

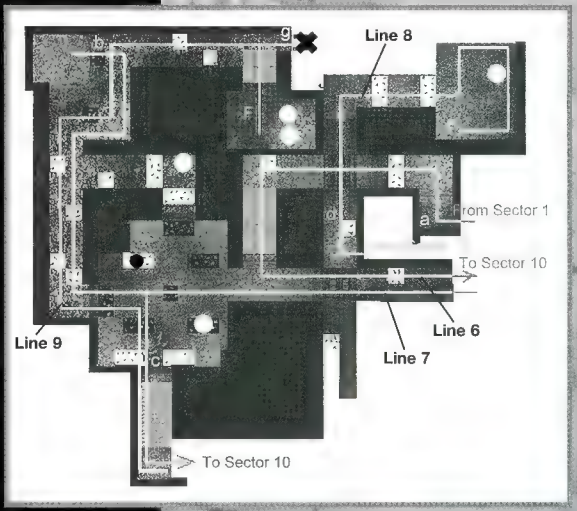
1. You arrived from Sector 1 at (a). Follow line 6 toward Sector 10.
2. Climb the ladder and go to Sector 10, Step 1.

Returning from Sector 10 (Line 7)

3. After you return from Sector 10, follow line 7 to (b). Take care not to fall into spiked pits. When you make it to (b), shoot down the door and enter the room.



4. Inside the room lies a lever. Pull it down to open a door (c).
5. Travel south and pass through the opened door (c).
6. Exit this sector and move to Sector 10, Step 5.



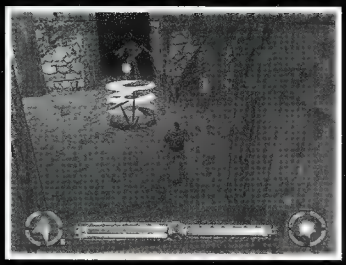
Returning from Sector 10 (Line 8)

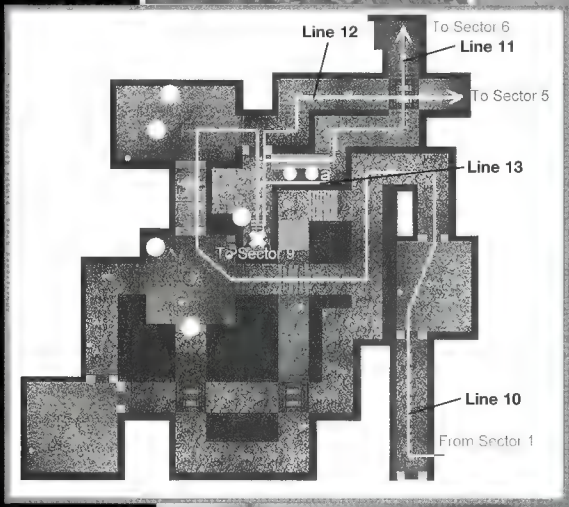
7. Back from Sector 10, you'll start at (d). Follow line 8 into a room (e). Inside the room you must activate a lever to open a door in this sector (F).
8. Come back to (d) and exit this sector.
9. Pass through Sector 10 to return to (c) in Sector 3 and follow line 9.
10. Follow line 9 north and enter room (F). Pull down the lever in the room to open door (F) in Sector 1.

11. Exit the room and shoot the wall at (g) to uncover a secret area containing a piece of the PsyKey.
12. Now return to (a) and exit this sector.
13. Move on to Sector 1, Step 4.

Sector 4 (Line 10)

1. From Sector 1, follow line 10 to (a).
2. Pull down the lever to raise the gate to the teleporter.
3. Take the teleporter to Sector 9, Step 1.





Returning from Sector 9 (Line 11)

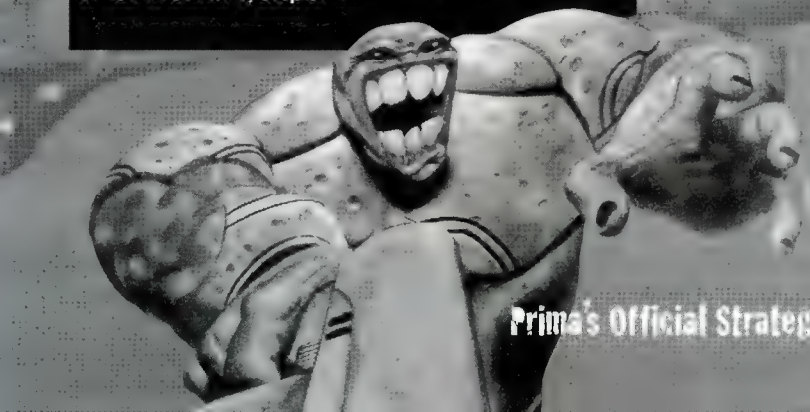
4. Follow line 11 into Sector 6.
5. Move on to Sector 6, Step 1.

Returning from Sector 6 (Line 12)

6. After returning from Sector 6 follow line 12 to Sector 5.
7. Go to Sector 5, Step 1.

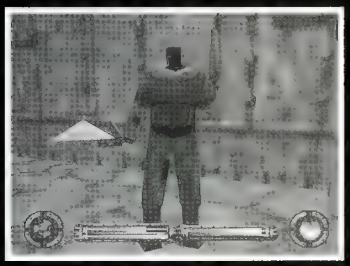
Returning from Sector 5 (Line 13)

8. Get on line 13 and follow it back to Sector 1.
9. Go to Sector 1, Step 6.



Sector 5 (Line 14)

1. When you arrive from 4, go to (a), (b), (c), and (d).
2. Enter the room to the right (e) and destroy one of the barrels to find the first piece of the Multi Key.



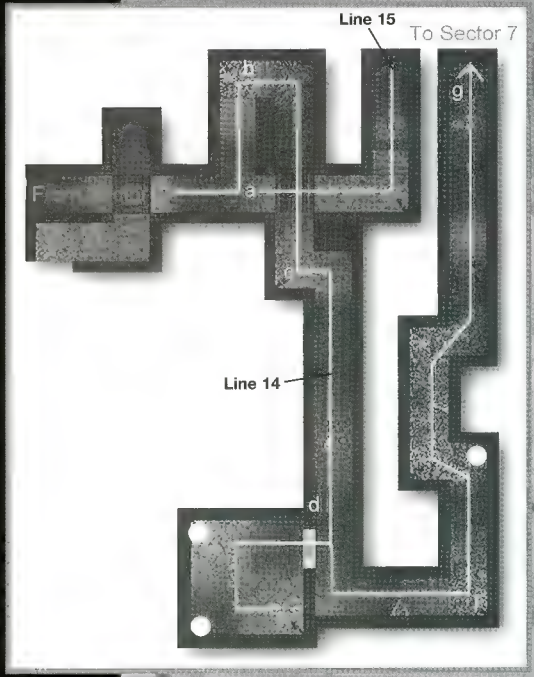
3. Now go to (F) and (g).
4. Exit this sector and move on to Sector 7, Step 1.

Returning from Sector 7 (Line 15)

5. Back from Sector 7, follow line 15 to (a); then make your way to Sector 4.
6. Move on to Sector 4, Step 8.

Sector 6 (Line 16)

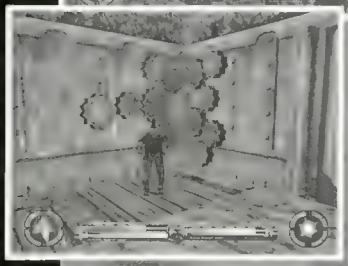
1. When you arrive from Sector 4, stay on line 16 to get to (a). Break down the cracked wall to find a secret area.
2. Return to the path and travel to (b).



3. Carefully pass through the blades without getting killed and shoot the cracked wall to reveal a secret area containing more helpful items and crystals.
4. Leave the hidden area and head for the last room in this sector (c). Inside you'll find an extra life and a wall covered with wheels.
5. Your job is to take the useless wheel from the wall or suffer a gruesome death.

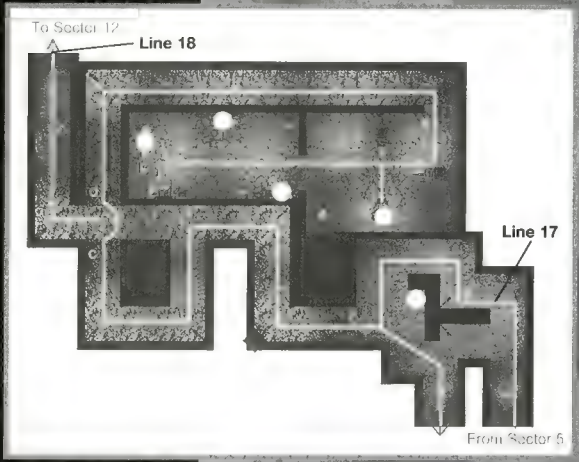
The wheel you must take is the second wooden Wheel from the top on the right-hand wall.

6. After you place the Wheel into your inventory, return to the beginning of the sector.
7. Exit this sector and proceed to Sector 4, Step 6.

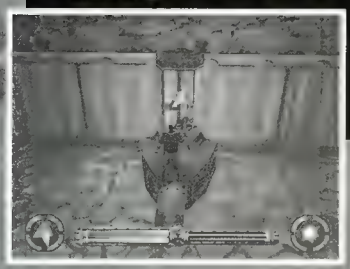


Sector 7 (Line 17)

1. When you arrive from Sector 5, immediately go to (a). Pull down the lever to open the door at (b).
2. Follow the path up the stairs to (b). Jump over the gap (b) and run down the corridor to room (e).
3. Go straight to (F) and destroy the machine. This will kill the enemies who are asleep in glass cages in the preceding room.



4. Break open the glass cage in (g) to collect the second piece of the Multi Key.



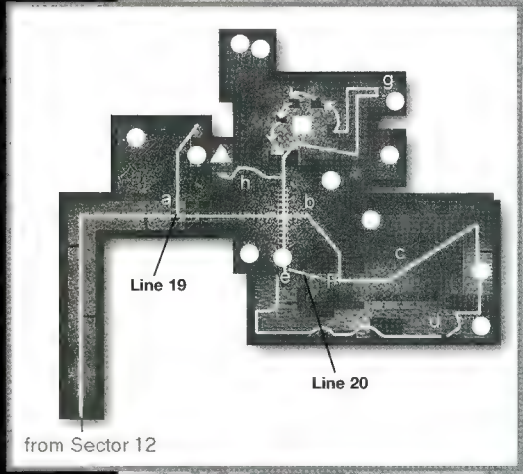
5. Leave the room and travel toward (h).
6. Exit this sector and move on to Sector 12, Step 1.

Returning from Sector 12 (Line 18)

7. Coming from Sector 12, head straight to the Sector 5 entrance.
8. Go to Sector 5, Step 5.

SECTOR 8 (LINE 19)

1. Arriving from Sector 12, go to room (a) and clear it of bonuses.
2. Go to room (b) and (c). There's an Armor Upgrade in the room. Climb the stairs to the wooden platform. Jump and grab the ledge (d) and climb the cliffs until you reach (e).
3. Travel north over the footbridge to (g). Break into the glass cage to find the third piece of the Multi Key.



Inside the next glass cage there's a wall you can climbed. It leads to a crystal.

4. Return on the path and jump on the pillars until you reach the footbridge.

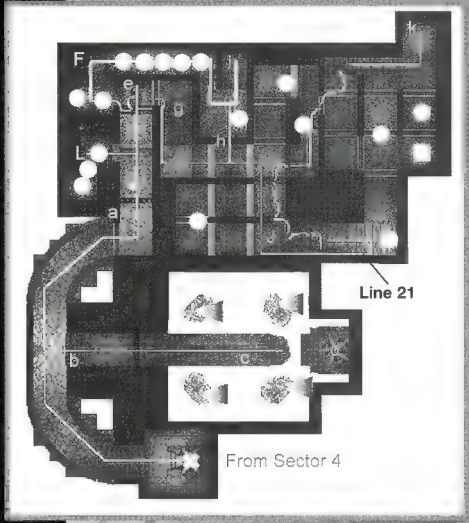
Don't cross the bridge yet. Instead, turn right and shoot the metal gate along the wall (h) to gain access to a secret area.

Enter the area and pick up another piece of the Pearl Container.

5. Return to (e) and follow line 21 to (F). Activate the lever to lower a ladder into the next room (c).
6. Climb down the ladder and head back to the sector's starting point.
7. Exit this Sector and move on to Sector 12, Step 3.

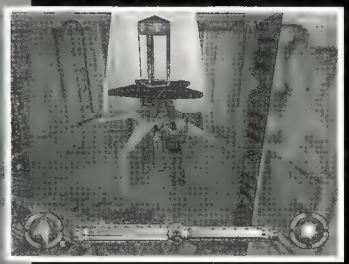
SECTOR 9 (LINE 21)

1. Run up the curved hallway to (a). Pull the lever to lower the ladder at (b).



Climb the ladder and run out onto the long walkway.

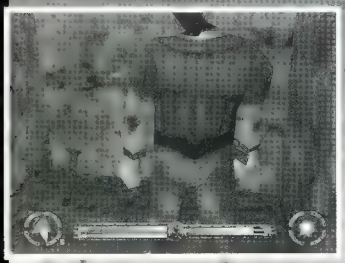
2. Notice that the gate behind you slowly begins to close. You're in the middle of a puzzle you must complete within the allotted time or you'll die. Quickly run to (c) and shoot out the four lighthouses to deactivate the security lasers guarding the fifth lighthouse at (d).



Shoot the final lighthouse to disable all the Egnoses in the level. ("Egnoses" are responsible for producing all the level's raptors.)

3. Now jump over to (d) and activate the lever to raise the gate near (a).
4. Quickly exit the room before the gate shuts completely and return to (a).
5. Walk to (e) and stand behind the mining cart. Push it forward as far as it can go.

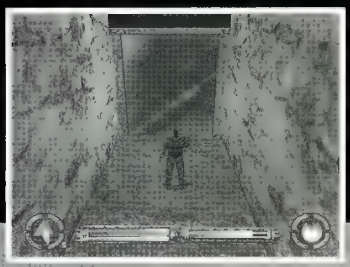
6. Stand on the mining cart and grab the beam above you. Shoot the wall to the right to open up a room (F) with a few bonuses.
7. Exit the room and climb the beam to (g). Proceed to (h) and shoot the wall to find another hidden area. As you walk in, shoot the wall to the left to open another pathway containing more items.
8. Go to (i), pick up the Handle, and return to (h).
9. Follow the path to (J). There you must climb up one of the beams and jump from beam to beam to reach (k).

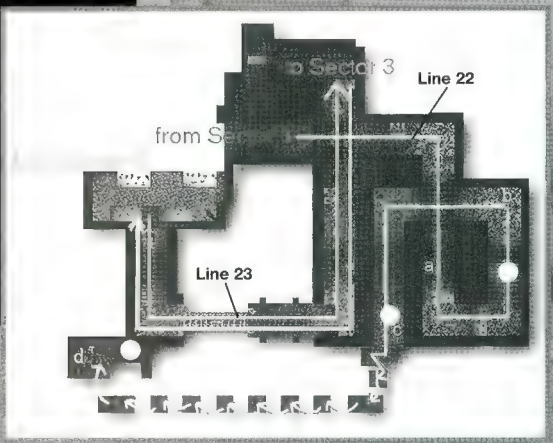


10. Once you've made it to (k), take out the Handle to repair the lever. Pull down the lever to remove the chocks blocking the mining cart.
11. Return to (e) and push the mining cart under the second beam. Jump onto the beam and shoot the crack in the wall to find more bonuses.
12. Now head back to the teleporter.
13. Move on to Sector 4, Step 4.

SECTOR 10 (LINE 22)

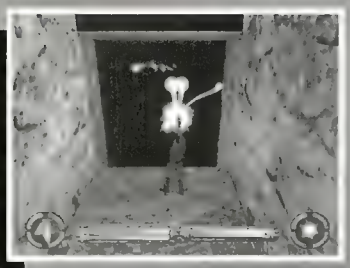
1. When you arrive from Sector 3, follow line 22 to (a), (b), and then (c). Break the mirror and climb down the ladder.





Jump from platform to platform to reach (d).

2. Pull down the lever to open doors (d) and (e) in Sector 3.
3. Return to (a) and head for the exit.
4. Now go back to Sector 3, Step 3.

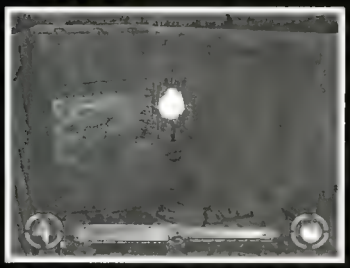


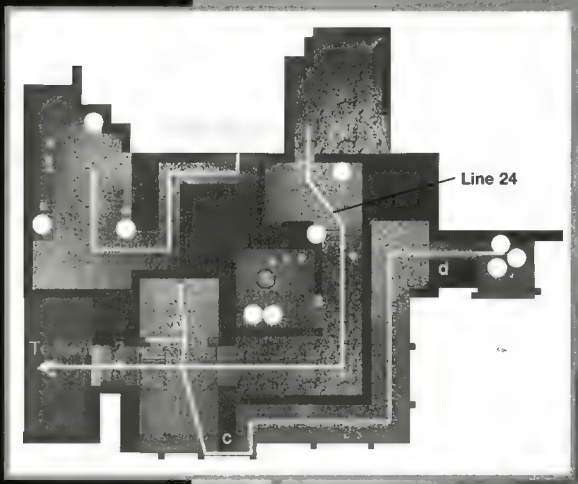
Returning from Sector 3 (Line 23)

5. You arrive from Sector 3 to find yourself in another section of Sector 10. Follow line 23 across the bridge and head for Sector 3.
6. Go to Sector 3, Step 7.

Sector 11 (Line 24)

1. Enter through Sector 1 and stay on the path; shoot the wall at (a) to reveal a secret area with a saving pod.



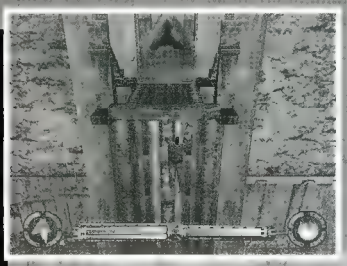


2. Stay on the trail and descend the ladder to (b).

Place the Cog on the wall with the other wheels and pull down the lever to raise the platform nearby.

3. Before you exit this sector, you can visit one more secret area by going to (c). Hang on the beam and continue to (d). Shoot down the wall and grab the items. After clearing the area of bonuses, it's time to leave.

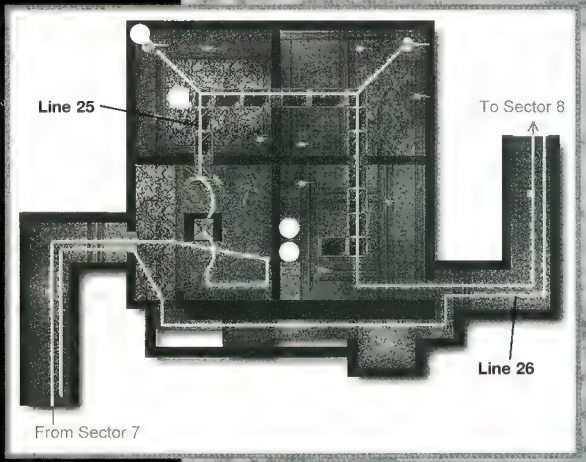
4. Climb the ladder and leap for the raised platform. Use the three pieces of the Multi Key to open the door to Sector 2.
5. Go to Sector 2 (end-of-level boss).



Sector 12 (Line 25)

1. When you arrive from Sector 7, follow line 25 to reach the entrance to Sector 8. If you get trapped in a room, simply kill all the monsters inside to receive a key to the next room.

2. Leave this sector and go to Sector 8, Step 1.



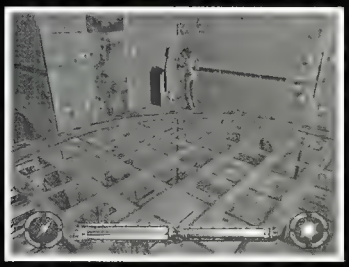
Returning from Sector 8 (Line 26)

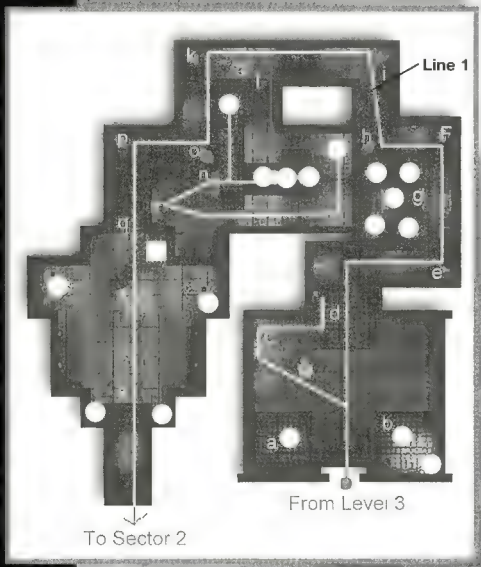
3. When you return from Sector 8, follow line 26 to Sector 7.
4. Exit this sector and move to Sector 7, Step 7.

Level 4: The Jails

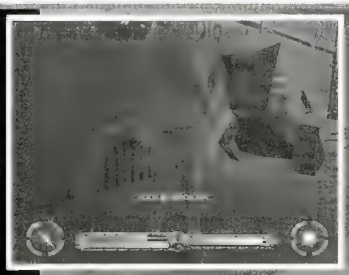
Sector 1 (Line 1)

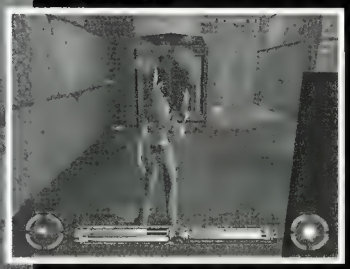
1. When you begin this mission, pick up some items at (a) and (b).
2. Climb the ladder (c) and pull the lever (d) to open the gate under the platform.





3. Stay on the path and destroy the laser turrets at (e) and (F). You'll discover a secret room if you shoot wall (g).
4. Continue though the corridor and destroy laser turret (h), (i), and (k).
5. Walk to the broken robot (j) and push it out of the way to find a small hole in the wall.
6. Crawl through the hole and take the program card at (m). Go to (n) and shoot the doors off one of the cupboards to find a secret room with some helpful bonuses.



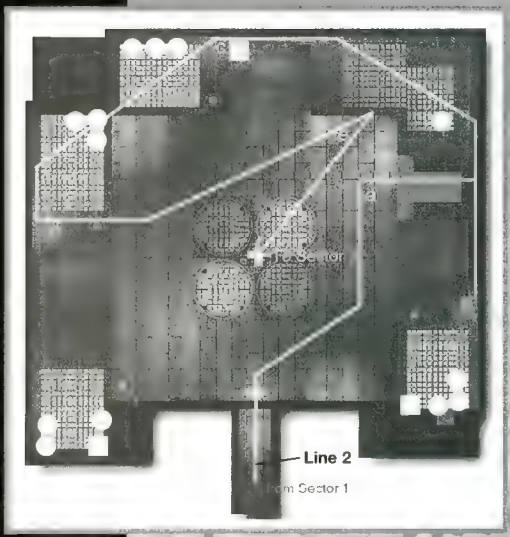


7. Return to (i) and destroy turret (o) and (p). Walk over to (q) and crawl under another hole to find yourself in an open room.

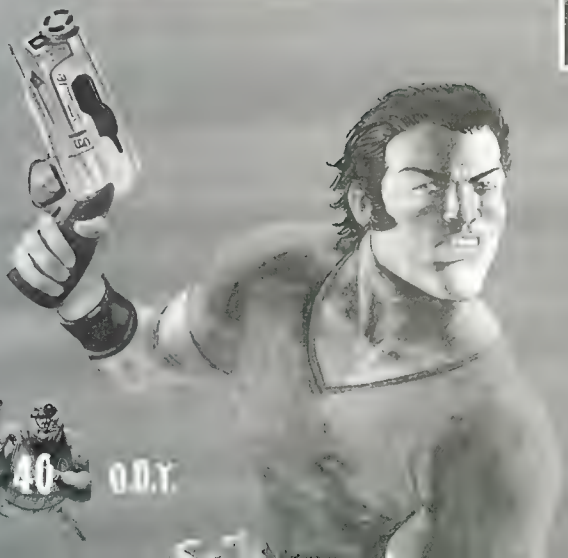
8. Run to the robot in the center of the room (r) and notice it has an open slot. Place the program card into the open slot to program the robot to open door (s).
9. Exit this sector and go to Sector 2, Step 1.

Sector 2 (Line 2)

1. On arriving from Sector 1, proceed to (a) and take the stairs to (b). Pull down the lever to open a prison cell nearby.

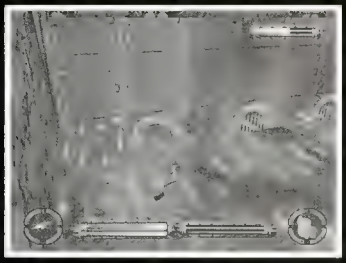


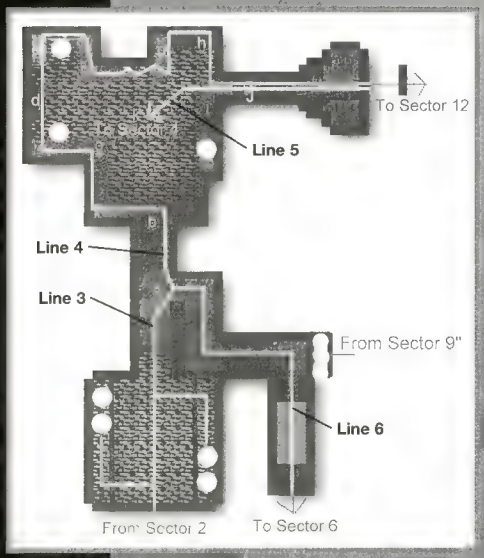
2. Activate levers (c) and (d) to open up the remaining prison cells. If you enter the cell under (b) you'll find a crystal behind a cupboard.
3. Now go to prison cell (e). Inside you'll find a prisoner trapped in a glass case. Shoot the cage to free the prisoner. Whatever you do, don't kill the prisoner. He'll show you how to exit this sector and will help you later in the game.
   If he does die, he'll leave behind a piece of metal you can use to open the trapdoor into Sector 3.
4. Keep the prisoner alive and follow him into Sector 3.
5. Move on to Sector 3, Step 1.



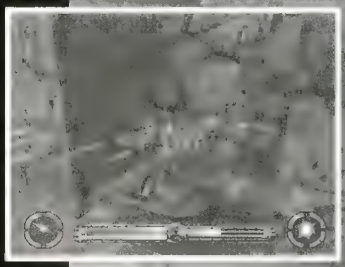
Sector 3 (Line 3)

1. When you reach Sector 3, you'll find yourself knee-deep in water. Examine the walls to the left and right to discover openings you can crawl under to find a few items.





2. Now you may choose to follow the prisoner into Sector 6 or to explore deeper in this level for power-ups and bonuses. To continue your mission, go to Sector 6, Step 1. To visit all the areas in this level, proceed to Step 3 (line 4).
3. From (a), walk to (b) and shoot the fan to make an opening. Climb onto the barrel and jump over the wall to the next room.
4. Kill the monsters at (c) and (g).
5. Dive into the water and pull the lever at (d). This opens door (J). Climb (e), go to (F), and then (h). Head for Sector 12.
6. Go to Sector 12, Step 1.



Returning from Sector 12 (Line 5)

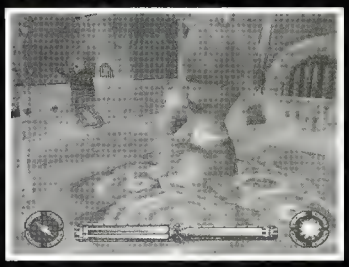
7. After returning from Sector 12, follow line 5 to (k). Climb down the ladder into Sector 4.
8. Go to Sector 4, Step 1.

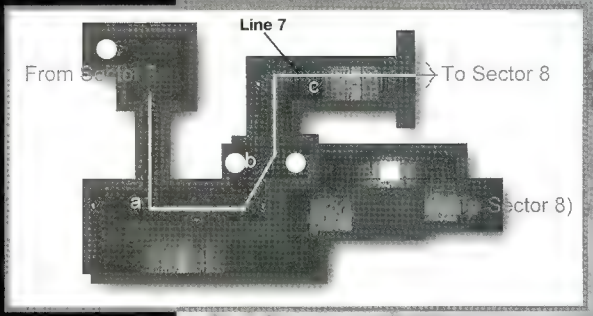
Returning from Sector 4 (Line 6)

9. After climbing up the ladder from Sector 4, go to (a) and follow line 6 into Sector 6 to return to your mission.
10. Go to Sector 6, Step 1.

Sector 4 (Line 7)

1. After arriving for Sector 3, follow the path, crawling through the narrow tunnel and killing the enemy at (a). Go to (b), and then (c).





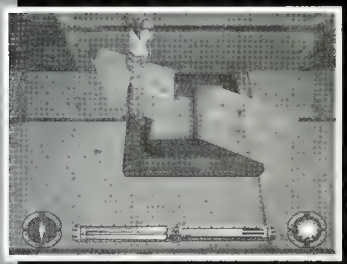
2. Exit this sector and go to Sector 8, Step 1.

Returning from Sector 8 (Line 7)

3. After returning from Sector 8, retrace your steps and head back to the ladder up to Sector 3.
4. Go to Sector 3, Step 9.

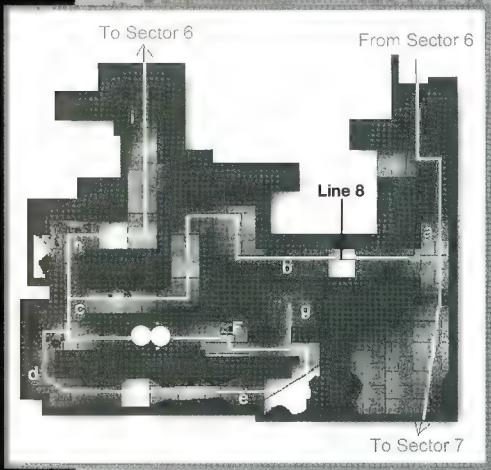
Sector 5 (Line 8)

1. When you arrive from Sector 6 your job is to kill all the enemies in this sector to collect the four other weights (four squares) needed to free the prisoners. Kill the enemies at (b), (c), (e), and (F).
2. After acquiring the 4 weights from this sector, make your way to (F). Drop two squares on the flagstone to open the cell nearby (g).



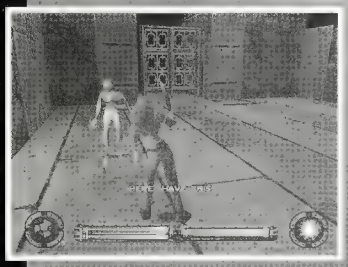
Enter the cell and free the prisoner.

3. Now use the map to find your way to (I) and head for Sector 6.
4. Move on to Sector 6, Step 4.



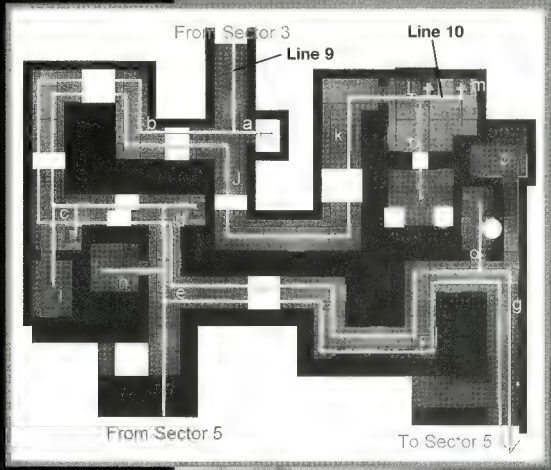
Returning from Sector 6 (Line 8)

5. After coming back from Sector 6, go to (a) and continue to travel south toward Sector 7.
6. If you freed all the prisoners in this level, the first prisoner who helped you escape Sector 2 will give you an item to show his appreciation.
7. Head toward Sector 7 and use the Portcullis Key to open the gate. Pass through to find yourself in the middle of an ambush. The guards take you prisoner and lock you up in Sector 7.
8. Go to Sector 7, Step 1.



Sector 6 (Line 9)

1. You've decided to free all the prisoners in this level. First go to (a) and descend the ladder into Sector 11.
2. Go to Sector 11, Step 1.

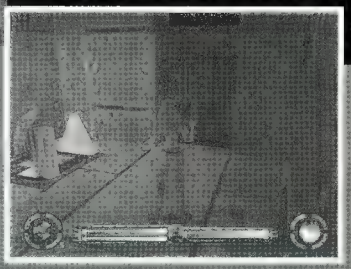


Returning from Sector 11 (Line 9)

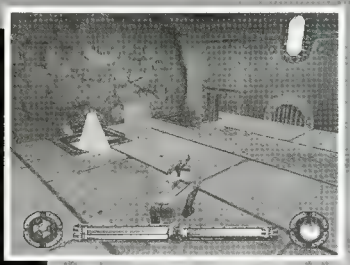
3. When you return from the Spectre's room, go to (a), (b), (c), (d), (e), (F), (g), and exit to Sector 5, Step 1.

Returning from Sector 5 (Line 10)

4. After returning from Sector 5, follow line 10 to (d).
5. Drop a square and a rectangle weight onto the flagstone on the right to open cell (h).
6. Enter the cell (h) and release the prisoner.
7. Now run to the flagstone at (c) and drop a triangle and rectangle weight to open cell (i). Enter (i) and free the prisoner.
8. Stay on line 10, cruise over to (b), (J), (k), and then to the flagstone at (L).

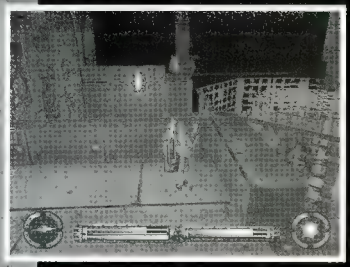


9. Now drop a square and a triangle weight on flagstone (L) to open cell door (o).
10. Walk to flagstone (m) and drop a rectangle and a half circle weight to open cell (p).
11. Before leaving the room, shoot (n) to find a secret area with an upgrade and some other items.
12. Exit the secret area and follow the path to cell (o). Set the prisoner free. He'll give you an upgrade and the Portcullis Key (needed in Sector 5).
13. Now free the final prisoner at (p), return to (g), and head for Sector 5.
14. Move on to Sector 5, Step 5.

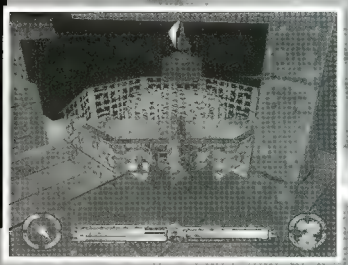


SECTOR 7 (LINE 11)

1. After your capture in Sector 5, you find yourself locked in a cage. The guards have confiscated your inventory, leaving you with only your physical attack to defend yourself with.
2. Punch and kick down a section of the external cage to free yourself.
3. Climb onto the raised walkway and make your way to (a).
4. Use the laser cannon (a) to kill all the guards in this sector.
5. Walk to the lever at (b) and activate it. A box hooked to a cable will move along the center of the room.

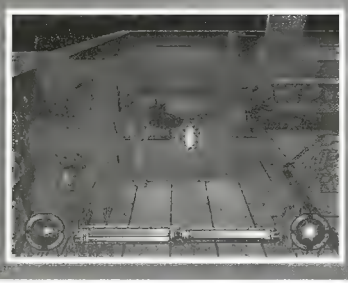


6. Go to the laser cannon in (c). Wait for the box to reach the top of the exit before you shoot. Aim for the cable, not the box. If you do it right, the box will fall on top of the cage.
   - Repeat until the top of the cage breaks.



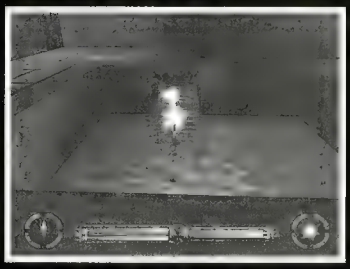
7. Now cross the raised walkway to (e), grab the hook when it comes around, and ride the cable to (d).

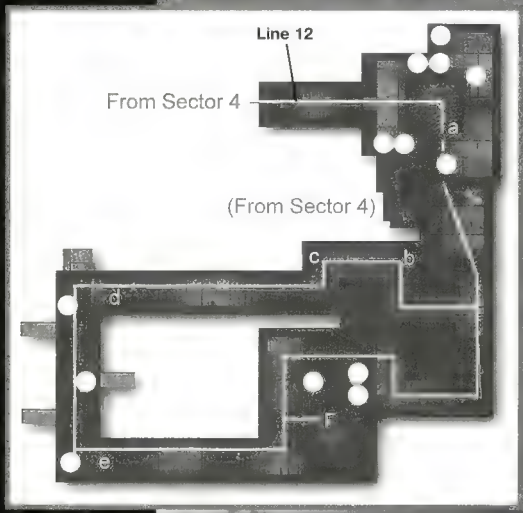
8. Pick up the piece of the Pearl Container (d). Now grab the hook again and jump down into Sector 10.
9. Go to Sector 10, Step 1.



Sector 8 (Line 12)

1. When you arrive from Sector 4, jump into the pool and shoot (a) to open a passage. Take the passage and continue on the trail.





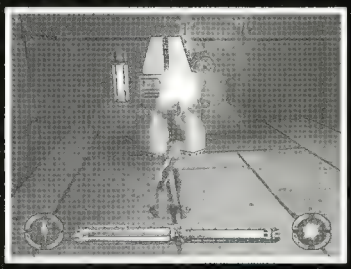
2. Destroy the laser turrets at (b) and (c).
3. Make your way to (d) and pull the lever.

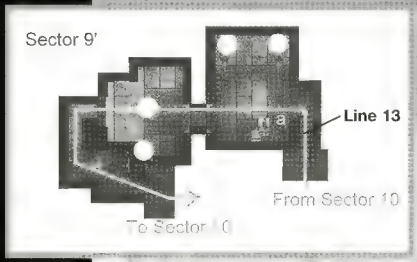
This activates a floating platform you can jump on to cross the pit of spikes. Collect the bonuses and get off platform at (e).

4. Enter the prison cell in (F) to learn where Captain Lamat escaped. Collect all the items in the cell and head back to Sector 4.
5. Return to Sector 4, Step 3.

SECTOR 9A (LINE 13)

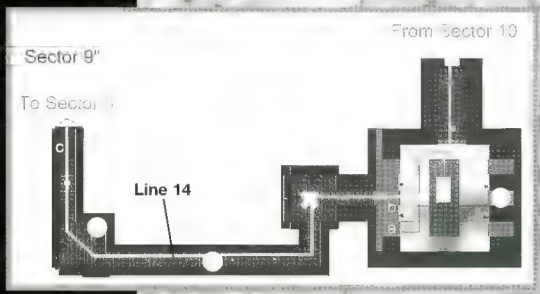
1. All you must do in this sector is walk to the machine (a) in the corner and break off a few pieces so it will no longer function.





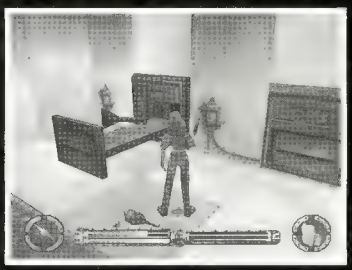
This kills all the monsters in the glass cages, allowing you to collect the bonuses inside.

2. When the area is cleared, pass through the room into Sector 10, Step 4.

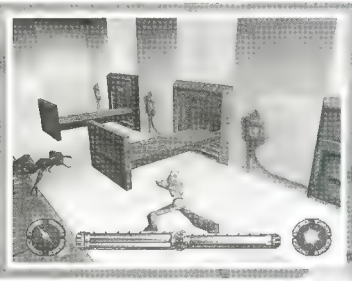


SECTOR 9B (LINE 14)

1. Enter the morgue and open drawer (a) to grab the key (used in Sector 10).

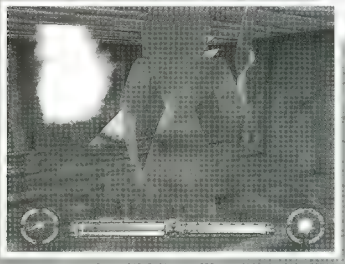


2. Open the next drawer (b) and crawl under it to find a secret area.



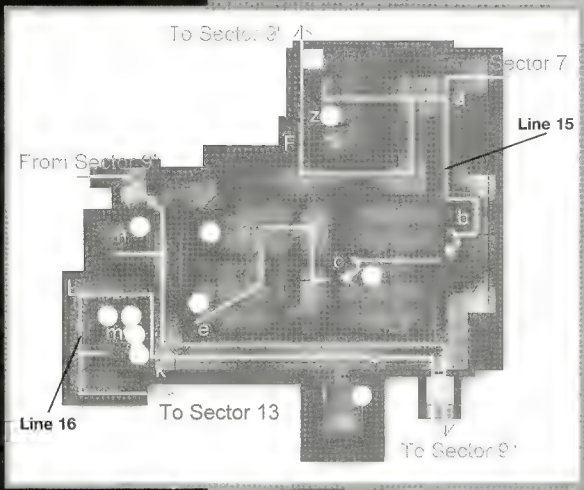
You must break a few obstacles in the corridor to reach a bonus room back in Sector 3. Pick up the PsyKey and other bonuses (including some much-needed ammo) in the corridor and return to Sector 10.

3. Go to Sector 10, Step 7.



Sector 10 (Line 15)

1. When you arrive from Sector 7, you'll begin at (a). Enter the room in front of you, climb onto box (z), and jump to and hang from one of the hooks to open the gate with the saving pod.



2. Exit the room, go to (F), and enter a section of Sector 9A.
3. Go to Sector 9A, Step 1.

Returning from Sector 9A (Line 5)

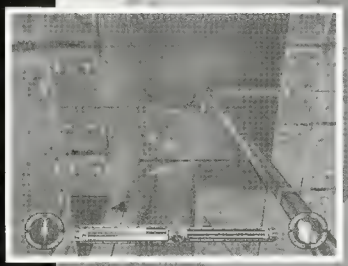
4. When you return from Sector 9A, you should be at (g).
5. Stay on the red path and clear rooms (h) and (i) of bonuses.
6. Now head to Sector 9B, Step 1.

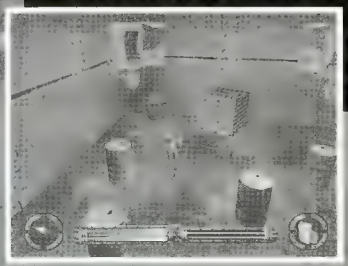
Returning from Sector 9B (Line 16)

7. Before following line 16 to Sector 13, you must get your inventory back.
8. Travel north up the footbridge to (b). Grab the pipe and climb to the platform at (c).

Jump down, quickly exit the room filled with laser turrets and make a run for (d).

9. Now run into another room filled with laser turrets. You have ammunition now, so destroy all the turrets in the room. Break the box in the corner (e) to uncover a Strange Pack.

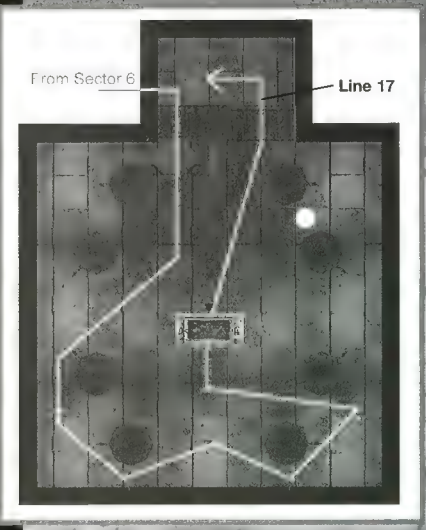




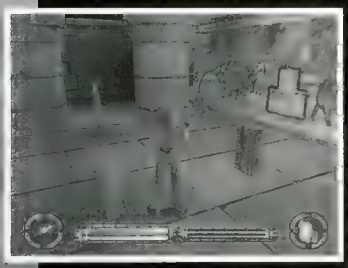
Place the Strange Pack into your inventory; then use it. All the belongings taken from you earlier have returned to you.

10. Now make your way back to the outer corridor. Use the key to open gate (k).
11. Go to (L), then (m), pick up all the items in the room, and proceed to Sector 13.
12. Go to Sector 13 and prepare to battle the end-of-level boss.

Sector 11 (Line 17)



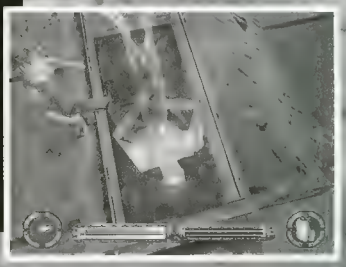
1. Descend the ladder from Sector 6 to enter the Spectre's room (the door will close behind you).



Inside this room you'll find weights (two triangles, three rectangles, and one half-circle).

You will place these on the on containers scattered throughout this level to free the prisoners. The fresco on the wall will help guide you through this puzzle. You must find the value of each geometrical figure (in men and bullocks) to place the exact weight corresponding to the symbols on the containers. (You can place only two weights per container.)

2. Pick up all the weights and wander over to the tomb in the center of the room.



Open the Spectre's tomb and kill him with your magic. Anything else will be ineffective. After defeating the Spectre, grab the key and exit the room.

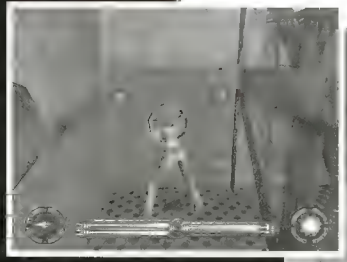
3. Climb the ladder and return to Sector 6, Step 3.

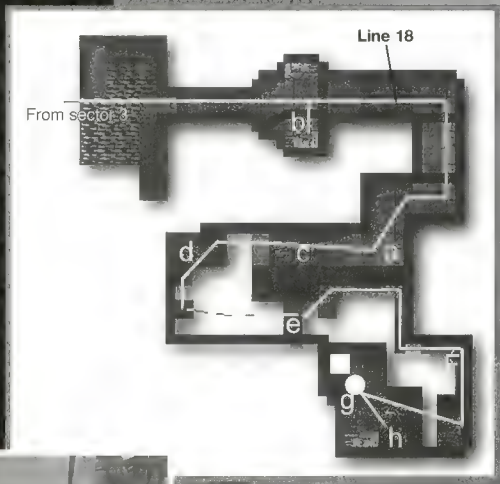
Sector 12 (Line 18)

1. When you arrive from Sector 3, follow the path to (a) and pull the lever to open the gate at the beginning of the level.

Go to (b) and pull the lever to raise gate (c).

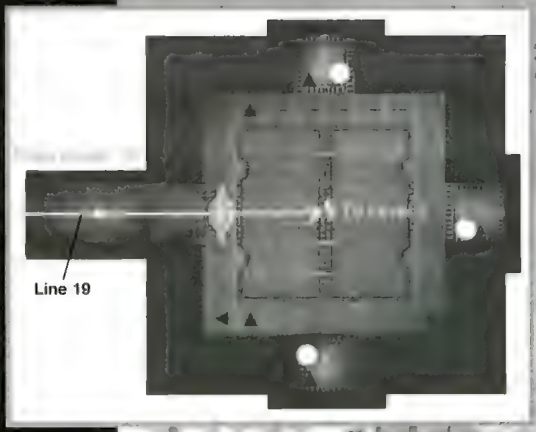
2. Go to (c) and jump to (d), where you must pull the lever to activate a floating platform.
3. Ride the floating platform to (e). Stay on the trail to (F), and then (g).
4. Turn the wheel (g) to lower the water lever back in Sector 3.
5. Pull the lever to power-up the machine (h) and open the trapdoor in Sector 3 (k).
6. Backtrack to Sector 3, Step 7.





Sector 13—Level Boss Ek Ahau (Line 19)

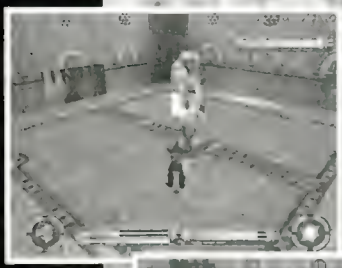
When you make it to Sector 13, cross the checkpoint and take center stage on the platform to awaken Ek Ahau.

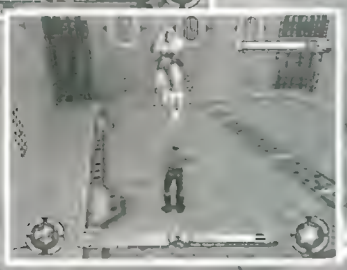


Once Ek Ahau is awake, immediately stay clear of his kicks and punches. Shoot him with your Light and Fire weapons until you knock him off his feet.

Each time you knock him down, the platform will lower, giving you access to a lever. Activate the lever to remove the locks holding up the main platform. After you activate all four levers, the floor will drop, sending Ek Ahau into the fiery lava pit.

After you defeat him, jump down to the small platform to enter Level 5.



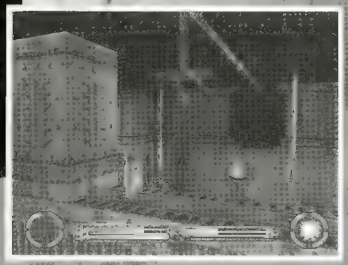


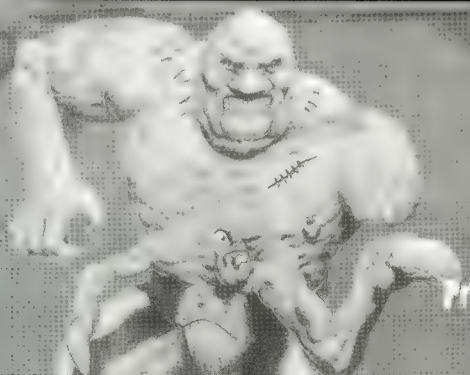
Level 5: The Kitchens

Sector 1 (Line 1)

1. Go to (a) and make a left. Turn left again at (b). Pick up the antidote in (c).
2. Now make your way to (d). Shoot the box under the table to collect the key.

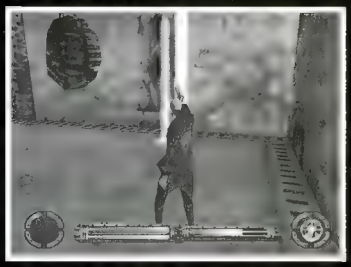
3. Return to point (a) and use the key to open the door.
4. Cross (e) and (F) to get to (g). Push the piece of meat off the table and slide it closer to the small platform (h).
5. Climb on the piece of meat to grab the small platform (h). Now jump over to (i), and then again to point (J).
6. Activate the lever to lower the gate at (n).
7. Run back toward the start of the level and proceed to (k).
8. Go all the way to (L). From there you must jump over the gap to reach (m).
9. Continue up the corridor to (n). From there, jump and grab the bar to cross (o) and get to the end of this sector.
10. Go to Sector 2, Step 1.

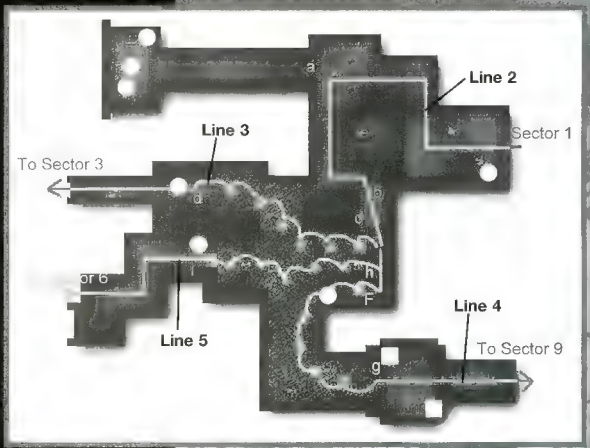




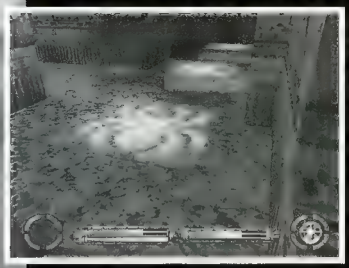
Sector 2 (Line 2)

1. After entering from Sector 1, go to (a). Shoot the wall to uncover a long corridor with a few helpful items inside.





2. Go to (b) and activate the lever at (c) to reveal all the yellow platforms in this level.
3. Stay on the trail and jump carefully from platform to platform over the lava to (d).



(If you plunge into the lava, cast your Teleport Spell to warp to the nearest checkpoint.)

4. Exit and slide into Sector 3 (be prepared to jump off the glass floor).
5. Go to Sector 3, Step 1.

Returning from Sector 3 (Line 3)

6. After returning from Sector 3, your character will exit the teleporter at (e).
7. Step off the teleporter and follow line 3 again to (d). This time take the exit to Sector 3.
8. When you reach Sector 3, fall into the hole to Sector 5.
9. Go to Sector 5, Step 1.

Returning from Sector 3 (Line 4)

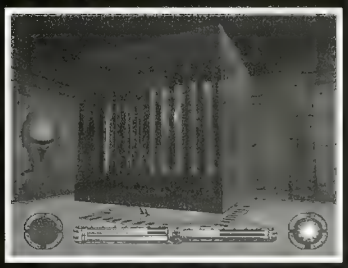
10. Step off the teleporter and follow Line 4 over the green platforms to (g). Exit this sector.
11. Move on to Sector 9, Step 1.

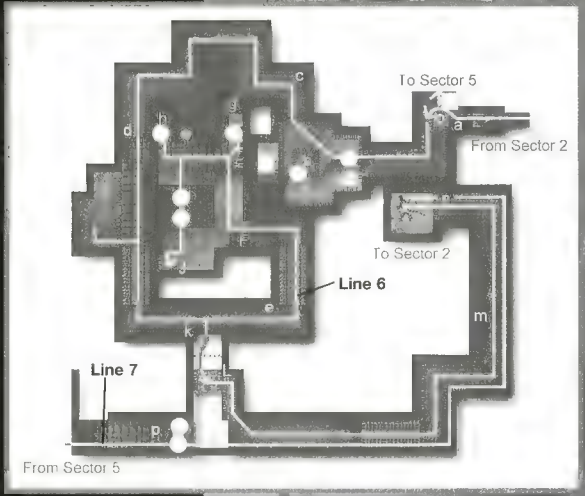
Returning from Sector 9 (Line 5)

12. After returning from Sector 9, go to (h). Follow Line 5 over the blue platforms to (i). Keep heading east to Sector 6.
13. Move on to Sector 6, Step 1.

SECTOR 3 (LINE 6)

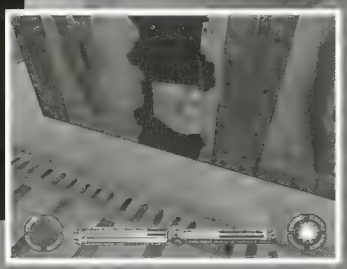
1. You're standing on a glass floor. Jump off quickly, before it collapses and takes you to Sector 5. This gives you a chance to explore Sector 3 and gather items along the way.
2. Follow the path. You'll notice a 1Up trapped in a cage in the next room (b).



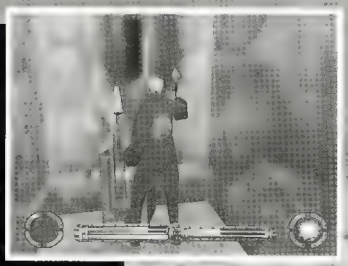


You can't get it until later.

3. Go to (c), and then (d). Run across the moving walkways and enter the cage on the right for a power-up.
4. Now go to (e) and (f).
5. Next, step onto the moving walkway and carefully maneuver your character to (g). This raises the gate to the 1Up at the start of this sector.
6. Walk to (h) and step on the small flagstone. This activates the catapult to break down the wall in front of it.



7. Go through (i) and climb up the catapult ammunition (be careful not to touch the blade) to reach (J).
8. Activate the lever (J) to lower the gate near (k).
9. Retrace your steps to the beginning of this sector and collect the 1Up in (b). Now head to (k).
10. From (k), run and jump over the gap to (L). Follow line 6 to (m) and (n), and exit through the teleporter back to Sector 2.
11. Move on to Sector 2, Step 6.

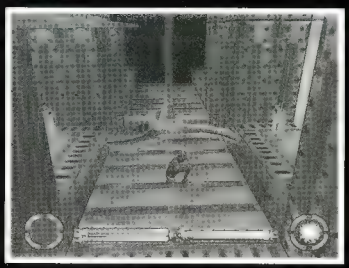


Returning from Sector 5 (Line 7)

12. After coming back from Sector 5, follow line 7 to (n).
13. Step into the teleporter and head back into Sector 2.
14. Go to Sector 2, Step 10.

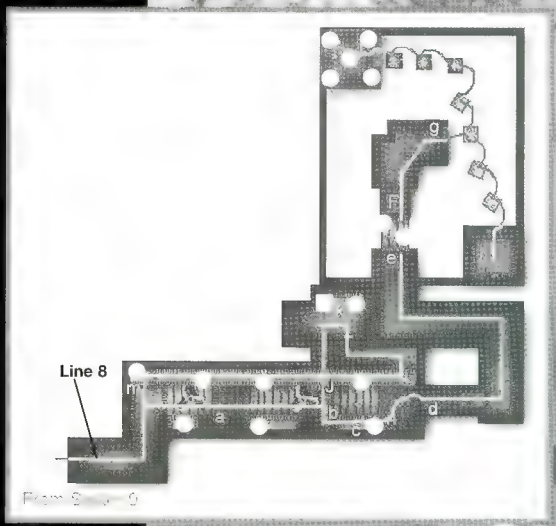
Sector 4 (Line 8)

1. When you arrive from Sector 9, use care around the two blades in the corridor.

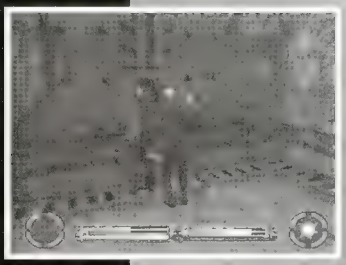


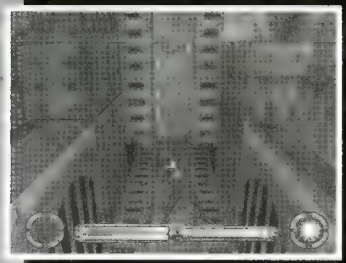
Duck under them to avoid getting hurt.

2. Go to (a) and (b). Climb up to (c) and continue to (d).
3. Run through the hallway to (e). Cross the moving walkway to (F) and (g).
4. Now jump onto the blue and yellow platforms and use them to reach (h).



5. Inside the room you'll find a lever. Pull it to reveal all the blue platforms in the level.
6. Now use the floating platforms to reach the small room north of the sector (i). Clear the room of its bonuses and make your way back to (J).
7. From there you'll find a hole in the bottom of the wall. Crawl under it to go to (k).



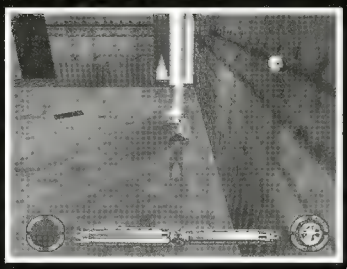


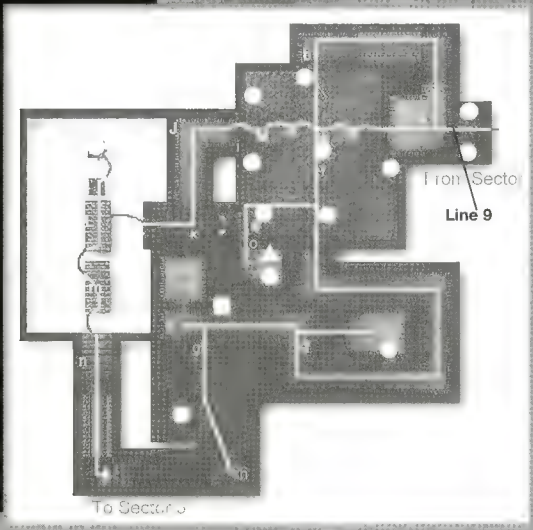
Take all the items in the room and climb the ladder to reach (L).

8. Stay on the raised walkway, jump down into (m) and exit the sector.
9. Move to Sector 9, Step 3.

Sector 5 (Line 9)

1. When you arrive in this sector, jump off the platform to (a).
2. Stay on the trail down the stairs to (b). Shoot the grate to reveal an opening.
3. Travel south into the water and jump off the trail for a moment to (o). There you can break down a section of the wall to find some bonuses and a piece of the Pearl Container.





4. Place the container in your inventory and return to line 9 to (c).
5. Go to (d), where you can break open a small gate that leads to a saving pod.
6. Proceed to (e), and then (F). Pull down the lever to reveal all the green platforms in the level.

7. Exit the small room to (g), and then (h). Take the Handle from the piece of driftwood and then return to the corridor.

8. Make your way to the beginning of the sector (a) and jump across the green platforms to (i).
9. Walk to (J) and use the Handle to fix the broken lever.

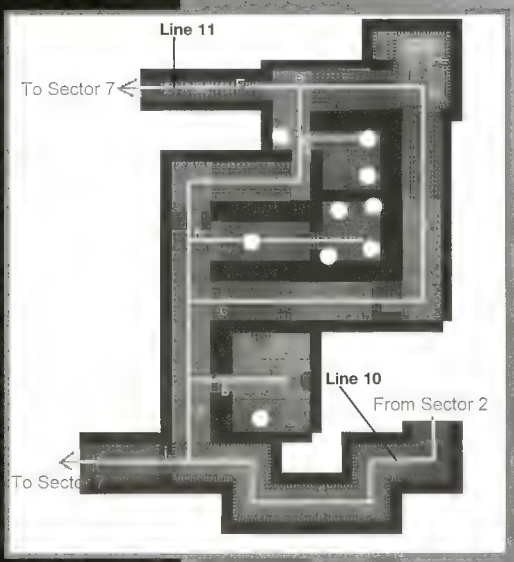
Pull the lever to activate the spinning platforms in the next room.

10. Jump from the moving walkway (k) onto platform (L). Notice the crystal in the northern area of the room. You won't be able to reach it unless all the level's blue platforms are activated. You can always come back for it.
11. Carefully jump from (m) to (n) and exit to Sector 3.
12. Go on to Sector 3, Step 12.

Sector 6 (Line 10)

1. After arriving from Sector 2, follow line 10 to (a). Enter the room on the right (b) and take the antidote to counter the effects of the poison arrows.
2. Exit the room and go to (c). Kill the enemy in (d) to pick up a Key.

3. Now go to (e). Look at the bottom of the wall for a steel gate with a duct behind it. Shoot it open and crawl inside to (F).



Follow the duct into Sector 7.

4. Go to Sector 7, Step 1.

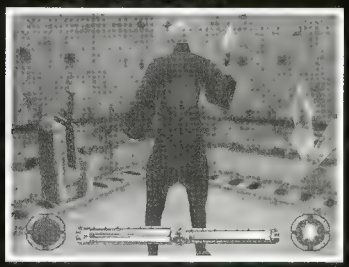
Returning from Sector 7 (Line 11)

5. Crawl out of the duct and shoot (g) to open a room with a power-up.
6. Leave the room and shoot the wall in (g). This opens a secret area that holds a few bonuses.

7. Exit the secret area and use the Key on door (i) to reach Sector 7.
8. Go on to Sector 7, Step 5

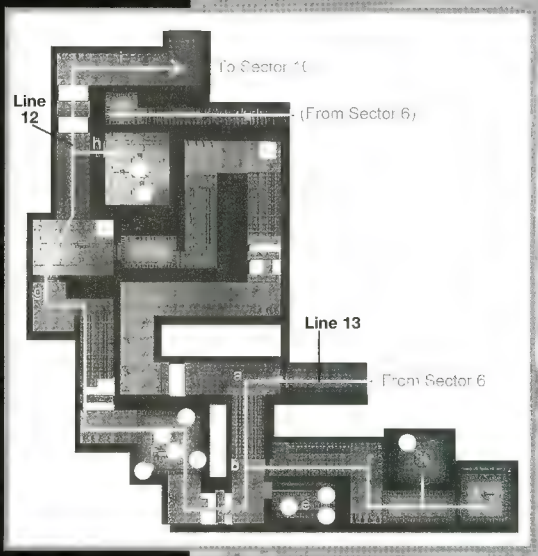
SECTOR 7 (LINE 12)

1. When you arrive through the duct from Sector 7, follow line 12 and destroy another gate to enter a tiny room.
2. Inside you'll find a lever. Pull it to raise the gate near (i).



This will allow you to exit the sector when you reach that point.

3. Retrace your steps and return to Sector 6.
4. Move on to Sector 6, Step 5.

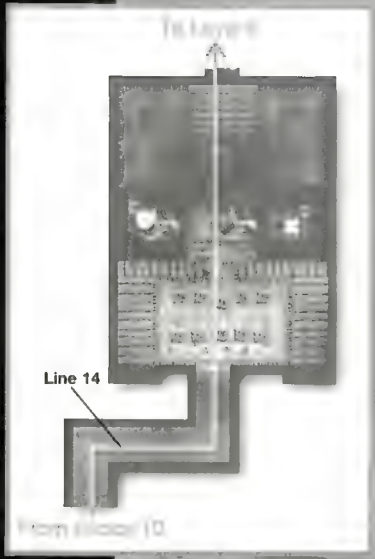


Returning from Sector 6 (Line 13)

5. When you return from Sector 6 you'll be in (a). Head south to (b) and pass through the door on the left.
6. Run down the steps to (c) and kill the monster at (d).
7. Now pick up the Key and return to (b).
8. Shoot the wall next to the door to find a secret area (e).
9. Stay on the path and take out the monster in (F).
10. Travel north and use the key at (g) to open the door.
11. Enter room (h) to grab a power-up and continue to (i).
12. The gate should be open. Time to move on.
13. Go to Sector 10, Step 1.

Sector 8 Level Boss Kisin (Line 14)

When you arrive from Sector 10, head north to catch Kisin's attention.

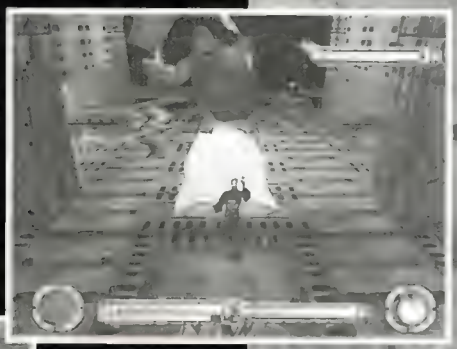


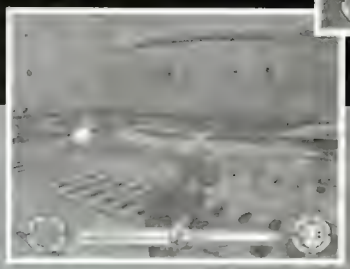
You also may want to destroy all the tables in the room to give you more room. Your weapons will be useless against this boss, so save your ammunition for later.

The only way to damage Kisin is to lead him through the blades in (a). Don't get sliced up in the process! To speed things up, you can build a wall (using your Ice Wall Spell) to trap Kisin between the blades.

Repeat this pattern until your enemy is eliminated. If you don't have the Ice Wall Spell, crawl under one of the blades to collect the Water Spell (b).

Before exiting this sector, be sure to pick up the PsyKey under the blade opposite the Water Spell.





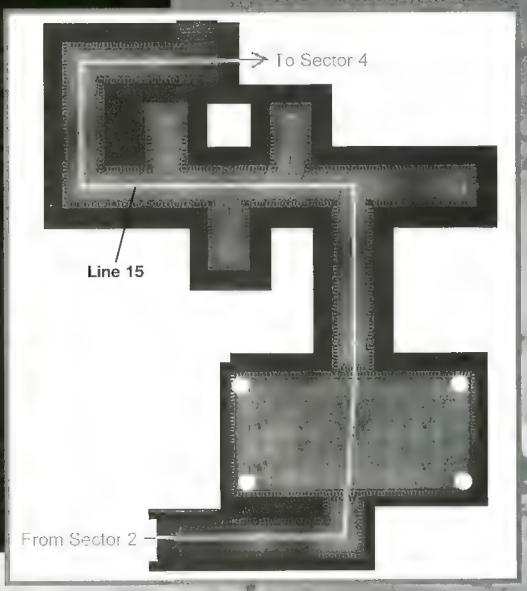
Sector 9 (Line 15)

1. When you arrive from Sector 2, simply kill all the monsters and exit to Sector 4.

2. Move on to Sector 4, Step 1.

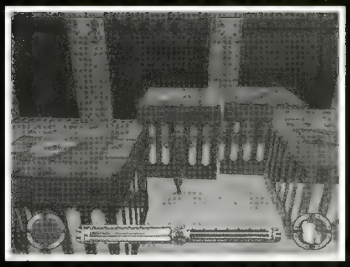
Returning from Sector 4

3. Pass through this sector to return to Sector 2.
4. Go to Sector 2, Step 12.



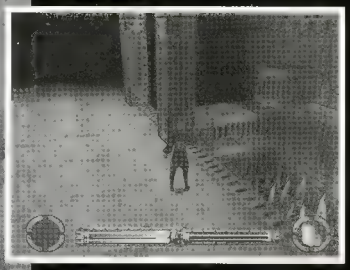
Sector 10 (Line 16)

1. After returning from Sector 7, you'll enter the main room. Seven boxes lie scattered throughout the sector.

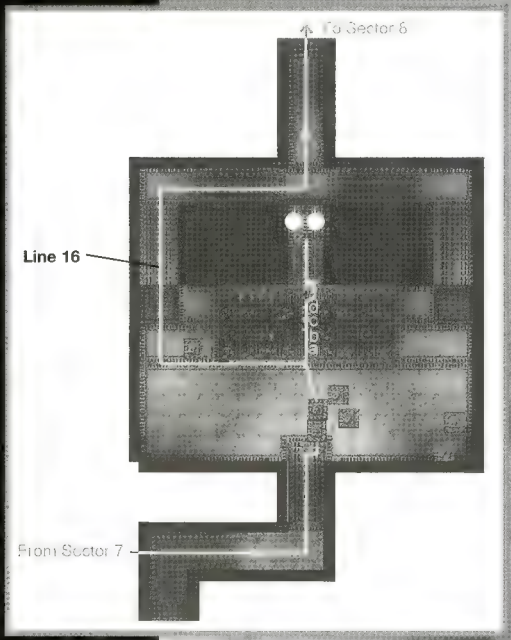


Use these boxes to make a bridge and access the bonuses you see at the start of this sector.

2. Push the first box between the two pillars and make it drop down to (a). Now push another box so it falls on the first one (a), forming the first part of the bridge.
3. Repeat at (b) and (c).
4. If you do it right, you should have only one box left. Push it over (a) and (b), but don't allow it to fall after (c). Push it on the edge of (c) then stand on the box.



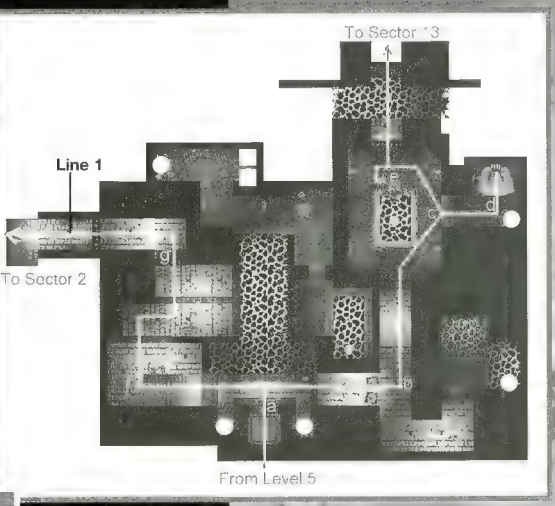
5. Jump to the ledge (d) and collect the bonuses from the platform.
6. Jump down the way you came and head for the exit.
7. Exit this sector and go to Sector 8 to fight the end-of-level boss.



Level 6: The Pools

Sector 1 (Line 1)

1. From the beginning of the sector, go to (a) and make a left to (b). Head north and destroy the wall at (c).



2. Enter the room (d) and turn the wheel behind the small waterfall to deactivate the fountain (e).

3. Walk to the fountain and destroy the three vases beside it. Now push the fountain east to open the gate into Sector 13.

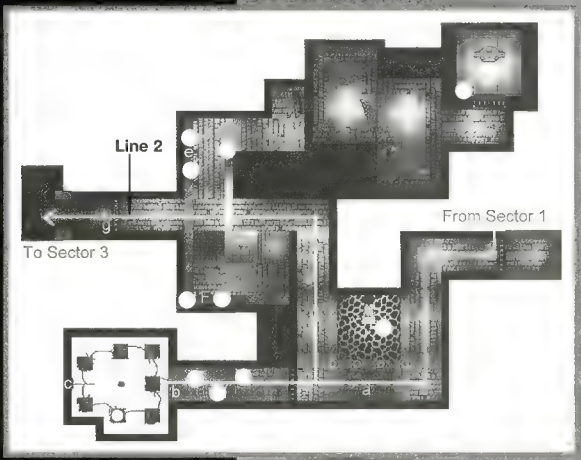
4. Pass through the gate and move on to Sector 13, Step 1.

Returning from Sector 13 (Line 1)

5. After returning from Sector 13, stay on line 1 to (F) and (g). Stay on the path and use the Key you found in Sector 13 to open the gate into Sector 2.
6. Pass through the gate and proceed to Sector 2, Step 1.

Sector 2 (Line 2)

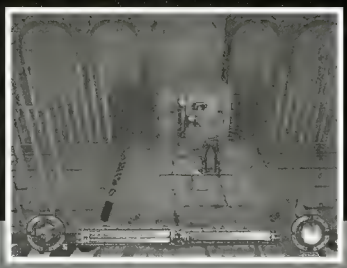
1. From the beginning of the sector, follow line 2 to (a), and then (b).
2. Jump on the platforms to reach the bar in (c). Grab and hang from the bar to open door (g) in this sector.

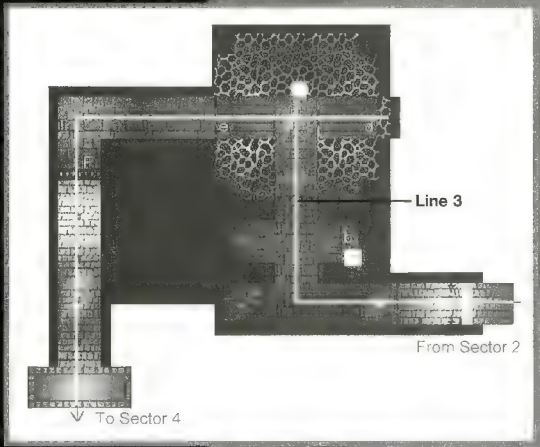


3. Exit the room and make your first left to (d). Head west and go through door (g) into Sector 3.
4. Move on to Sector 3 Step 1.

Sector 3 (Line 3)

1. When you arrive from Sector 2, follow Line 3 to (a). The gate behind you closes, trapping you in the room. Activate the lever (a) to free the prisoner in the preceding room.

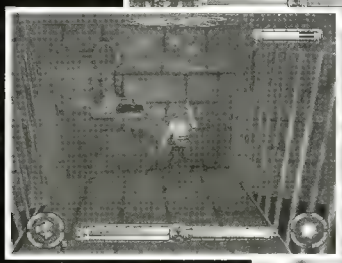




2. Now walk to the closed gate and wait until the prisoner reaches (b). When he does, ask him to pull the lever on the machine.

This lowers platform (d). Ride the platform and pick up the anchor.

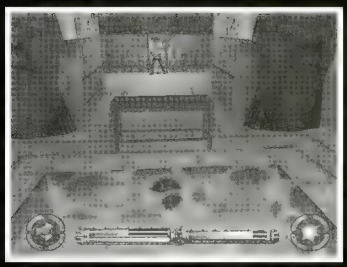
3. Return to the gate and wait for the prisoner to reach (c). Ask him to pull the lever to lower platform (e). Ride the platform and activate the lever in the water to open the gate into Sector 4 (F).



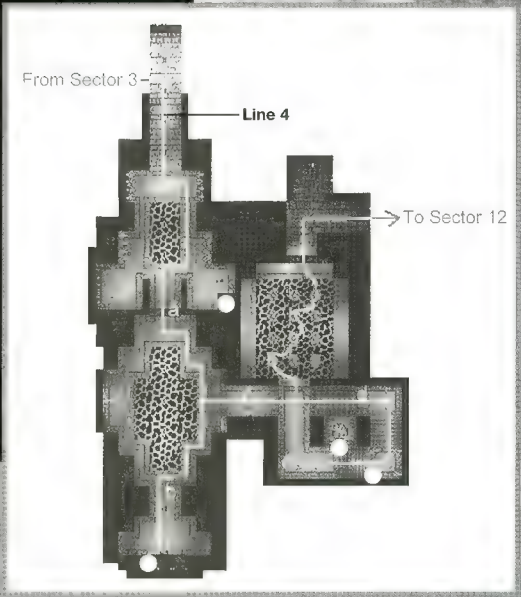
4. Now head down the corridor into Sector 4.
5. Go to Sector 4, Step 1.

SECTOR 4 (LINE 4)

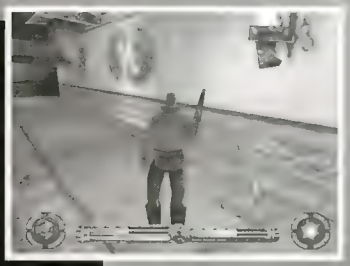
1. When you arrive from Sector 3, go to (a) and continue south to (b). Destroy the wall there to uncover a small room with a wheel on the wall.

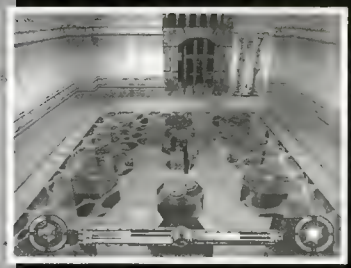


Turn the wheel to fill the pools with water.



2. Leave the room and continue right, to (c). Step on the flagstone to lower the drawbridge. Now drop the anchor you found in Sector 3 to hold the drawbridge down.
3. Go to the next flagstone in (d) to gain access to a nearby saving pod.
4. Descend the stairs to (e) and continue until you reach a large pool.
5. Stand on the platforms in the pool to fill the gauge on the wall up to the red mark.



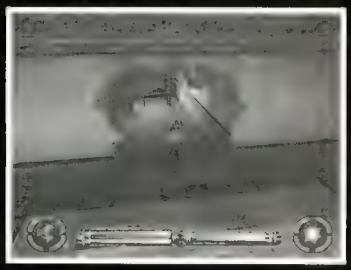


If you do it right, the gate to Sector 12 will open. Jump on platform (F), (g), (h), and then (I), in that order. Head for the exit when the gate opens.

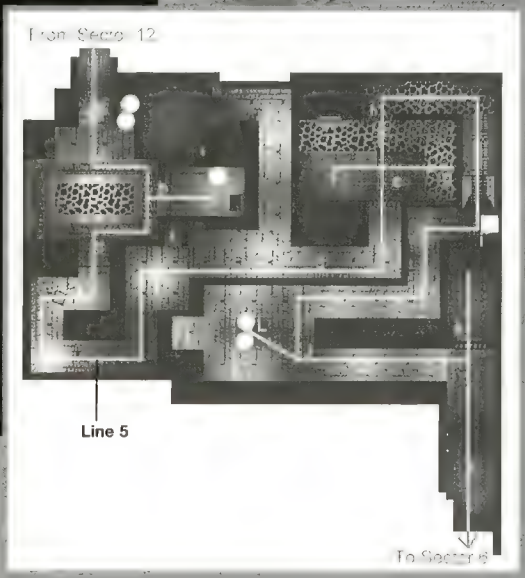
6. Proceed to Sector 12 Step 1.

SECTOR 5 (LINE 5)

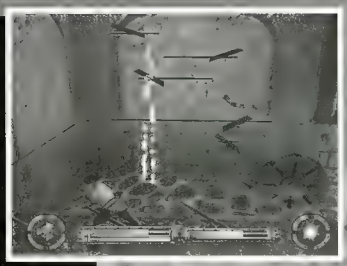
1. When you arrive from Sector 12, go to (a) and destroy the wall in (b) to find a hidden room.

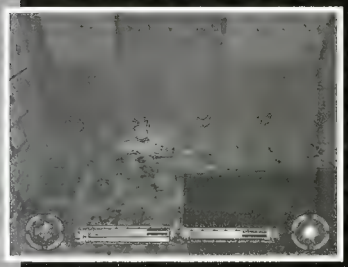


2. Clear the room of items; then run to (c), and then (d).

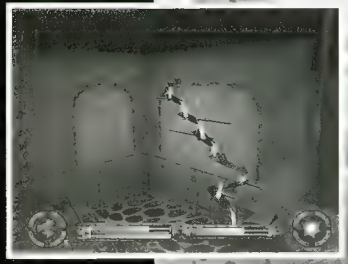


3. Go to (e). Here you must route the stream of water coming out of the wall so it hits the large gear. After you solve the puzzle, the gate in the room will open.
4. First, make sure all five levers (F) are in the "down" position. Next, adjust the wall panels by turning the wheels on the wall (g) so the water can power-up the gear.





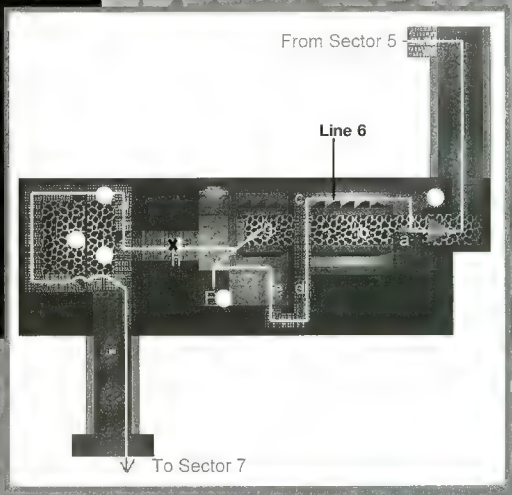
From left to right, turn the first wheel all the way to the left and the second wheel all the way to the right. Don't touch the third wheel. Turn the fourth and fifth wheels all the way to the right.



5. After the gate (h) has been opened, follow line 5 to (i), (J) and (k). Turn the wheel in the room to drain the water in the well (L). Jump into the well and collect the bonuses. Exit the well and head toward Sector 6.
6. Go to Sector 6, Step 1.

SECTOR 6 (LINE 6)

1. After you arrive from Sector 5, follow line 6 to (a) and kill the enemy in (b). You'll also want to destroy the big gear under the waterfall (a). This will cause a small piece to float toward the first gate.



Now go to (c) and cross the footbridge to (d), and then (e).

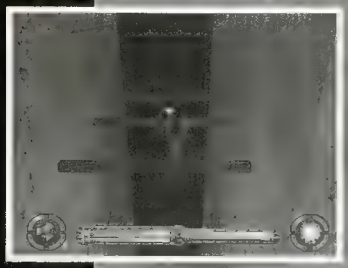
2. Walk to the cabin (F) and activate the lever inside to open the first gate.
3. Jump into the water to (g). Now push the broken gear piece over to the second gear to repair it.

This opens the second gate (h).

4. Pass through the gate (h) and run up the long footbridge (i) toward the exit.
5. Just before the top of the footbridge, you'll have an opportunity to collect a piece of the PsyKey. Three wooden beams are lined up in a row, and a piece of the PsyKey lies nearby.

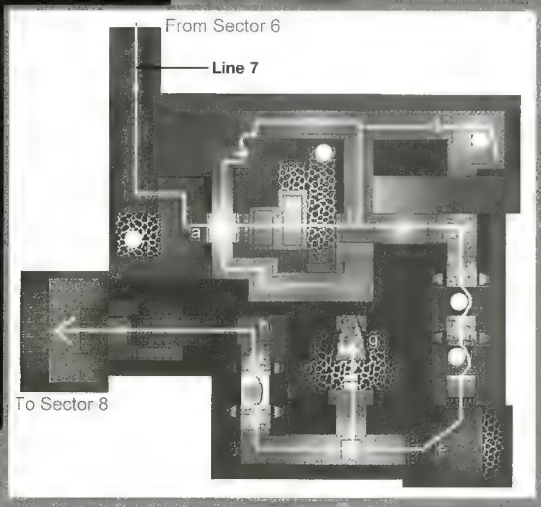
Swing from beam to beam until you have the PsyKey; then turn around and return to the footbridge.

6. Follow the footbridge to the very top and make your way to Sector 7.
7. Go to Sector 7, Step 1.



Sector 7 (Line 7)

1. When you arrive from Sector 6, go to (a), cross the water to (b), and make a left. Follow the path to the flagstone in (c) and stand on it to lower the drawbridge at (d). Now enter the open room and break a vase to collect a Key.

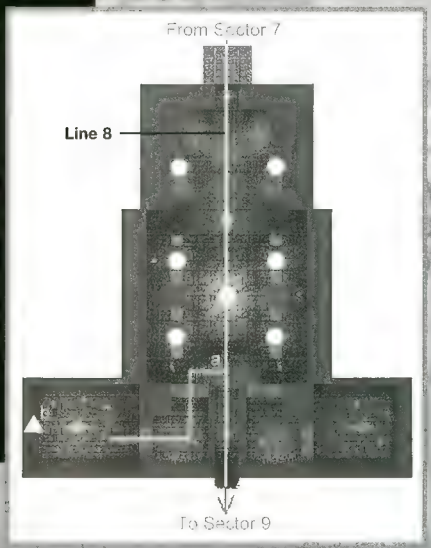


2. Return to (b), and then (e). Watch out for the piranhas when you jump over the pits to reach (F).
3. Follow the path to (g) and collect another Key behind the waterfall.
4. Leave the room and run over to (h). Now follow the trail to the end of the sector and use the Key to open the door into Sector 8.
5. Go to Sector 8, Step 1.

SECTOR 8 (LINE 8)

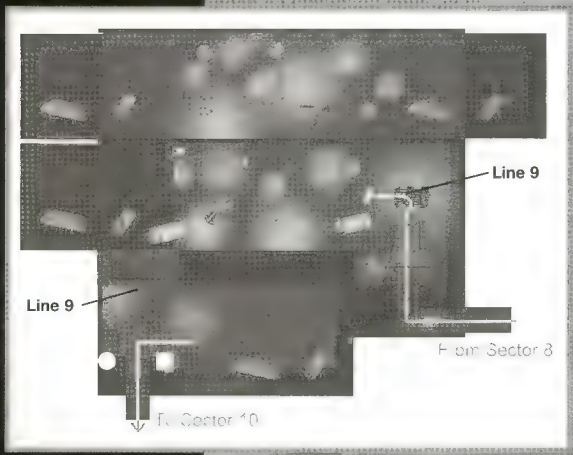
1. When you arrive from Sector 7, travel south and take a right at (a). Enter the room (b) and kill all the enemies in the area. You also can acquire a piece of the Pearl Container.

2. Come back to (a) and head for Sector 9.
3. Move on to Sector 9, Step 1.

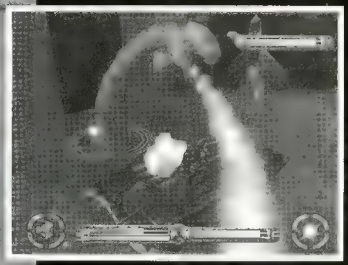


SECTOR 9 (LINE 9)

1. On your arrival from Sector 6, jump on the raft. A smuggler will take you for a short ride.

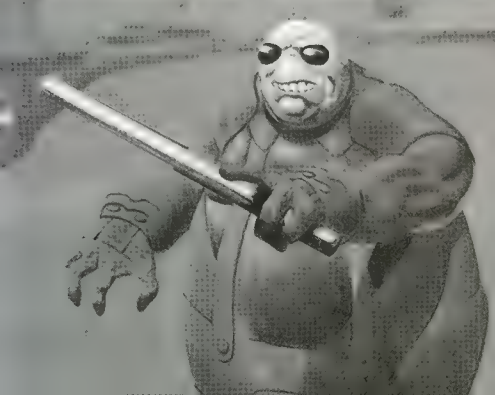


2. Along the way, an aquatic dragon you must defeat will attack you.



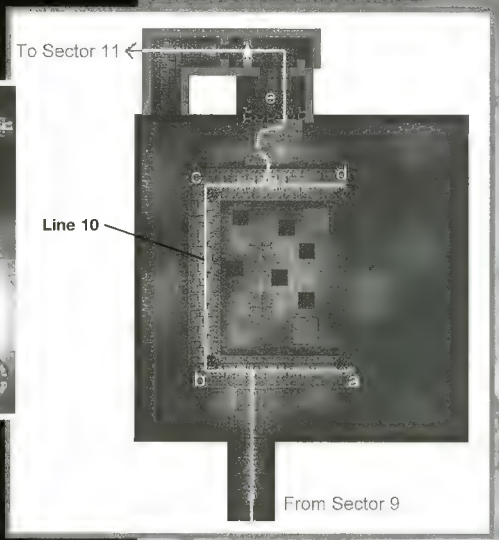
If you defeat the dragon without falling into the water, the smuggler will drop you off in front of the entrance to Sector 10. Jump off the raft and head for the next sector.

3. Go to Sector 10 and get ready to fight the end-of-level boss.

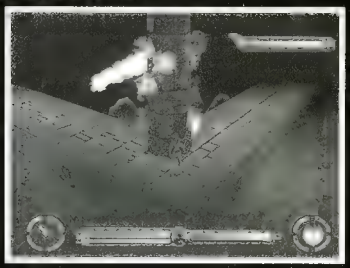


Sector 10 Level Boss Dragon (Line 10)

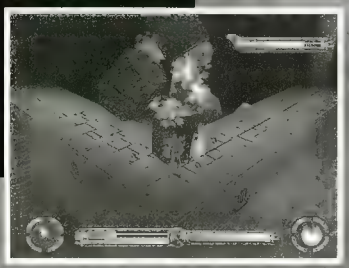
After entering this sector, follow the path onto the raised walkway to find the other half of Dragon.



Run to point (a). Be careful not to fall in the water or suffer a brutal death. Hide behind the pillar so Dragon's fire blasts strike the pillar.



At the same time, shoot the pillar repeatedly until it crumbles.

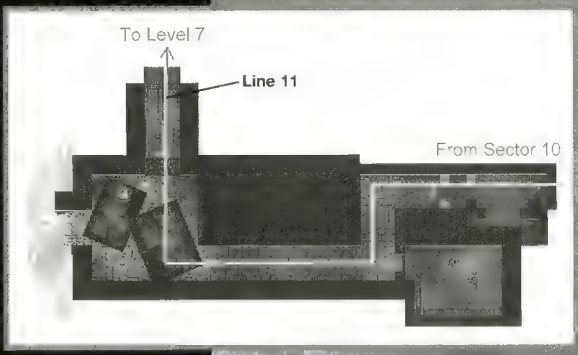


Do the same thing for (b), (c), and (d). When you've demolished all four pillars, the ceiling will crash down, crushing Dragon and killing it instantly.

Now jump on the broken ceiling pieces to reach (e). Enter the next room and pickup the last piece of the Pearl Container before Sector 11.

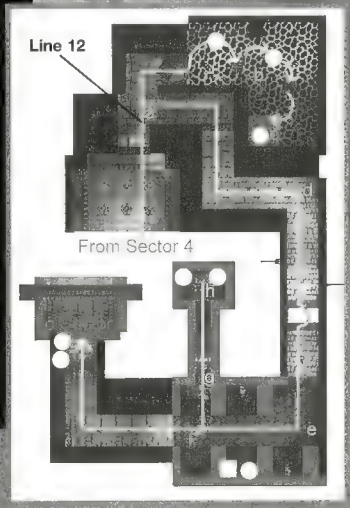
Sector 11 (Line 11)

1. Go straight to (a) and talk to Lamat. Give him all the gas you've collected from previous levels. If you played in Hard mode, you'll gain access to Level 7 to continue searching for the Green Pearl. If you didn't, your journey will end here.
2. If you're in Hard mode, pass through the gate into Level 7.

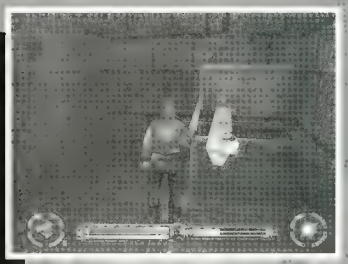


Sector 12 (Line 12)

1. When you arrive from Sector 4, you'll start at (a). Go north and break the boxes to enter a room (b). Kill all the enemies in the room and climb the platform (c) to collect the Spanner.
2. Exit the room and go to (d). Continue down the corridor to (e). (Watch for the deadly spears in the wall.)
3. Walk up to the water-blower (F) and use the Spanner you found earlier to fix it.
4. Use the water-blower to extinguish the fire in (g).

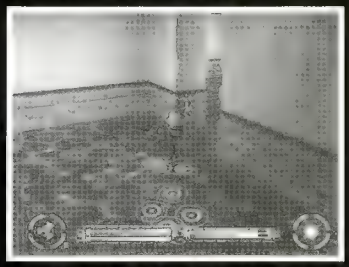


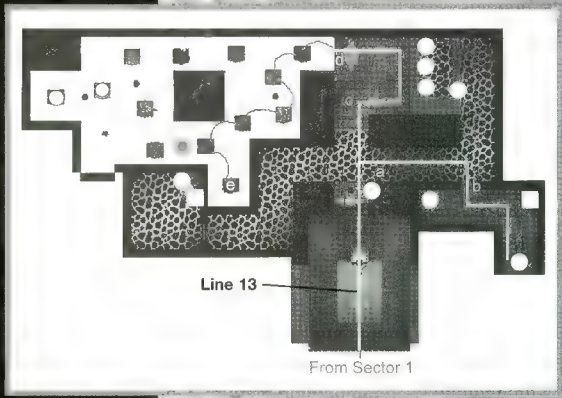
5. Follow the red line to (h) and grab the Key from the chest.
6. Use the Key on the gate behind the water-blower and move on to (i). Here you can scale the wall to find a few bonuses. Take the bonuses, and then head for Sector 5.
7. Go to Sector 5, Step 1.



Sector 13 (Line 13)

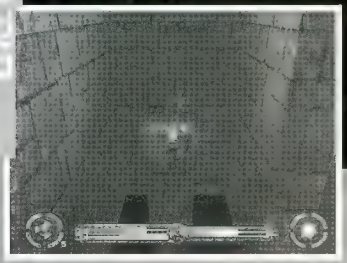
1. When you arrive from Sector 1, make a right at (a) and destroy the wall in (b) to uncover a hidden room.



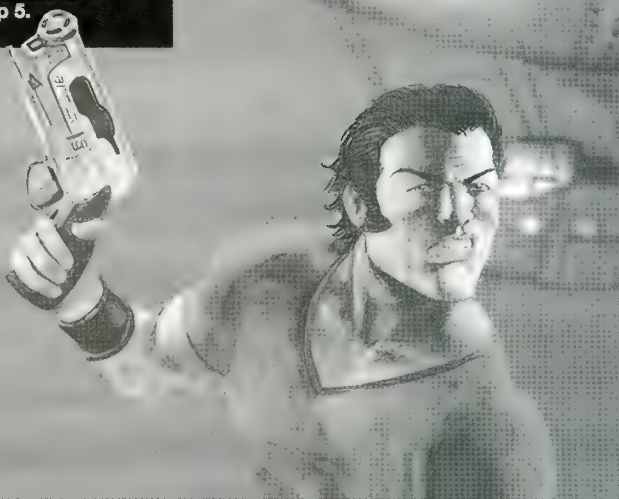


Inside you'll find an extra life and some Gas.

2. Return to (a), and then go to (c) and (d). Now jump from column to column to collect the Key in (e).



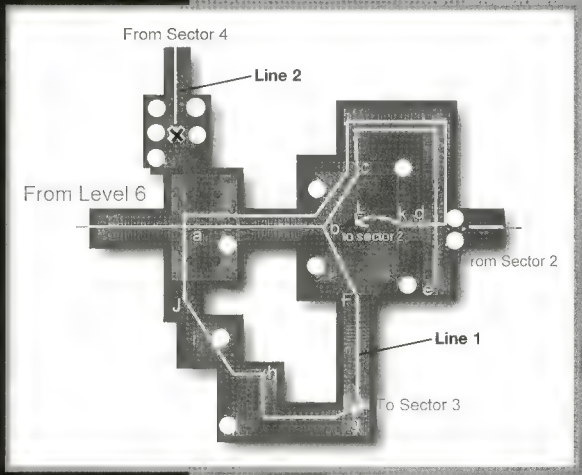
3. When you have the Key you can exit this sector and return to Sector 1.
4. Go to Sector 1, Step 5.



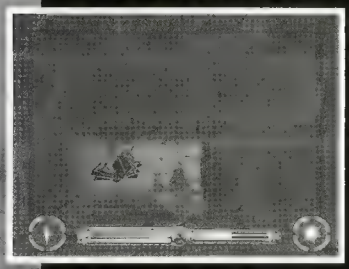
Level 7: The Temple

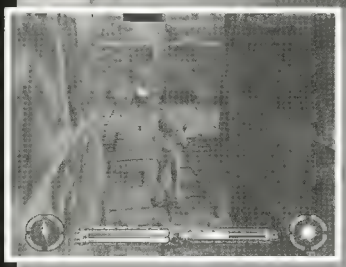
Sector 1 (Line 1)

1. When you arrive from Sector 6, descend the stairs to (a). Continue east into the next room (b).
2. Make a left to (c) and stay on the path to (e). Pull the lever to open the gate in (F).



3. Return to (b) and make your way up to (f). Reach the top of the steps and get ready to go down the slide. Slide down and jump over the gap to (g).
4. Follow the path to (h) and activate the lever to open the gate in (d).
5. Stay on the path and crawl to enter (i) and (J). Now make your way to (d).
6. Next, run and jump from (k) to enter the well (L).
7. Go to Sector 2, Step 1.





Returning from Sector 4 (Line 2)

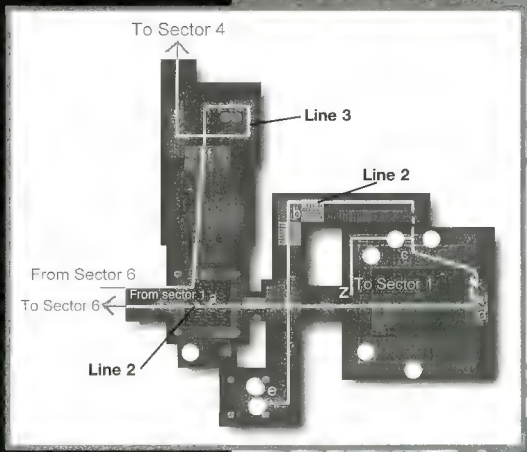
8. You find yourself in the northern part of Sector 1. Clear the room of bonuses and grab the last PsyKey from the middle of the room.
9. Exit the room and return to Sector 4, Step 5.

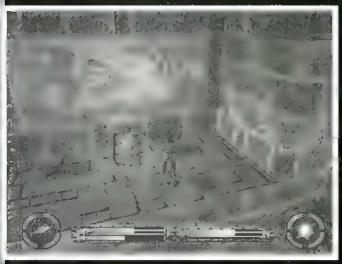
Sector 2 (Line 2)

1. When you arrive from Sector 1, you'll start in (a). Leave this sector for now and head east into Sector 6. Go to Sector 6, Step 1.

Returning from Sector 6 (Line 2)

2. After returning from Sector 6, follow line 2 to (b), and then (c). Go to (b) and place the holy stone on the receptacle.





This will open the barrier in (e).

3. Go to (e) and enter the room. Open the casket and kill the Spectre.

You'll receive the first of three Small Keys.

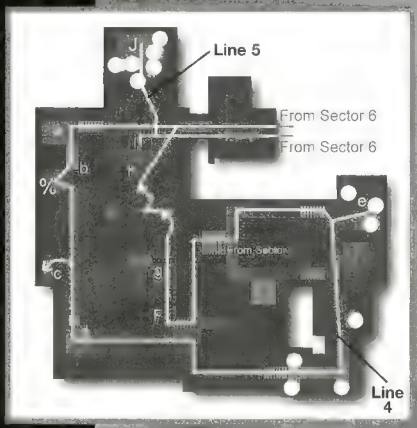
4. Take the Small Key and return to Sector 6, Step 4. *Or you can first visit a small part of Sector 1 to collect a few bonuses (z).*

Returning from Sector 6 (Line 3)

5. When returning from Sector 6, follow Line 3 to (f). Use the Small Key to open the gate (f), pass through the gate, and descend the stairs into Sector 4.
6. Move on to Sector 4, Step 1.

Sector 3 (Line 4)

1. When coming from Sector 6, follow line 4 to (a). Pull the lever to open the nearby gate. Pull the next lever (b) to lower the gate in (g).



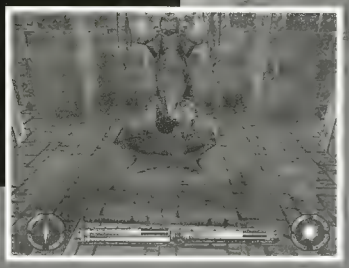
2. Jump on the floating platform and ride it all the way to (c). Jump off the platform and collect a second Small Key.

3. Get back onto the floating platform and get off at (d).
4. Stay on the trail all the way to (e), and then to (f).
5. Pass through the open gate and jump onto another floating platform to reach (h).
6. Head back to Sector 6. Move on Sector 6, Step 5.

Returning from Sector 6 (Line 5)

7. When you return to Sector 6 after you find the Heart, follow line 5 to (i). Now place the Heart on the bloody altar.

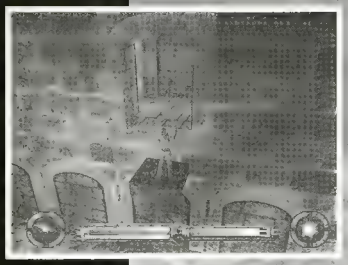
This will cause the large statue to slide forward and reveal an opening to a secret area.



8. Crawl into the secret area and destroy a vase to find the third Small Key.

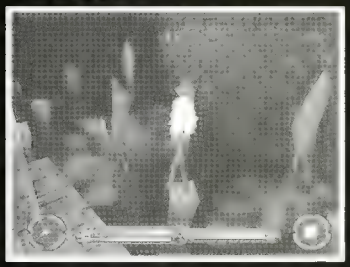
Place it in your inventory and return to Sector 6.

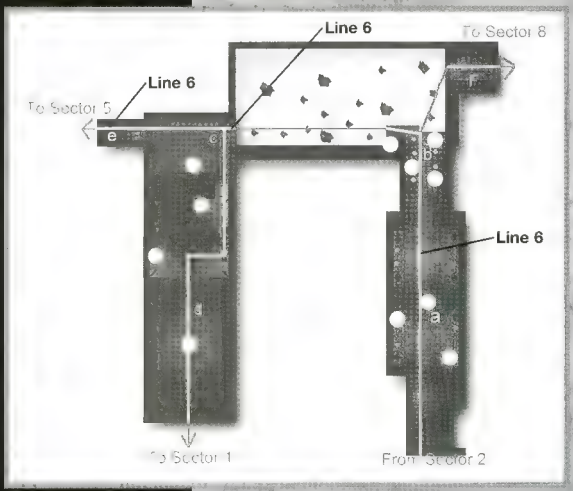
9. Go to Sector 6, Step 8.



Sector 4 (Line 6)

1. Once you reach Sector 4, follow the path to (a), and then (b).
2. Jump onto the stalagmites to reach (c).



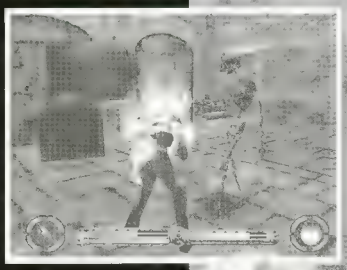


You may have to shoot the rocks atop the stalagmites to avoid falling.

3. When you get safely across the gorge, head south to (d). Kill the two monsters inside and make your way to back to Sector 1.
4. Go to Sector 1, Step 8.

Returning from Sector 1 (Line 6)

5. After returning from Sector 1, follow line 6 to (e).
6. Exit this sector and go to Sector 5, Step 1.

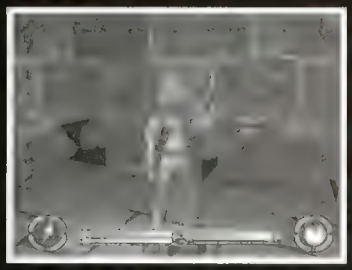


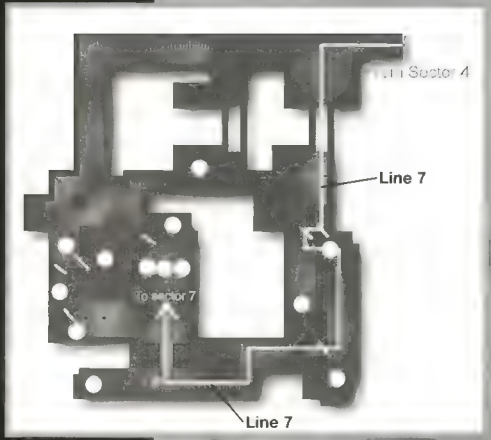
Returning from Sector 5 (Line 6)

7. When coming back from Sector 5, go to (c) and make your way across the gorge to (b). Now travel north toward the entrance to Sector 8 (F).
8. Leave this sector and go to Sector 8, Step 1.

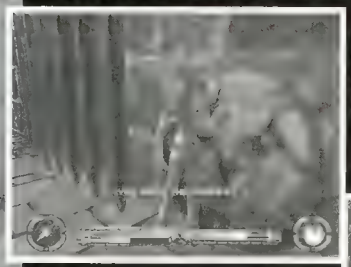
Sector 5 (Line 7)

1. When you reach Sector 5, follow line 7 to (a). The white slashes on the map represent breakable walls you can crawl through.





2. If you have collected all eight pieces of the PsyKey you found throughout these eight levels (including Level 0), you can visit Sector 7 and collect a ton of items.



If you haven't collected all the PsyKey pieces, skip over to Sector 5, Step 4.

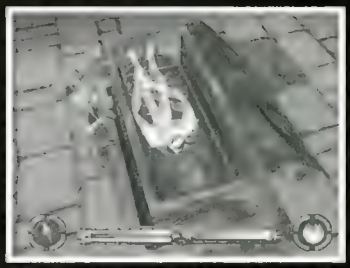
3. Use the PsyKey and enter Sector 7. Go to Sector 7, Step 1.

Returning from Sector 7 (Line 7)

4. Now that you're back in (a), it's time to return to the beginning of the sector and exit the area.
5. Move on to Sector 4, Step 7.

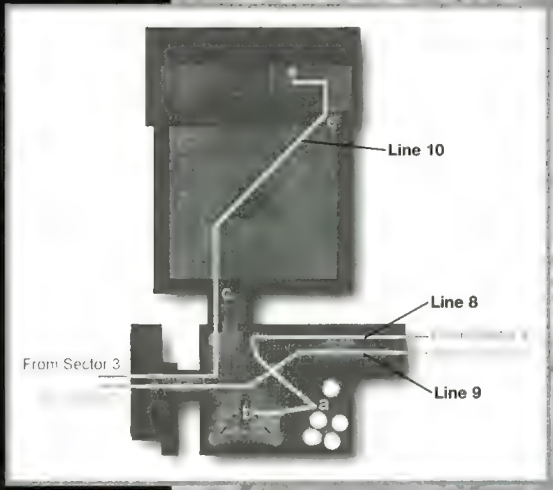
Sector 6 (Line 8)

1. Coming from Sector 2, enter the room nearby (a) and collect all the mana.
2. Walk over to the casket in (b) and open it.



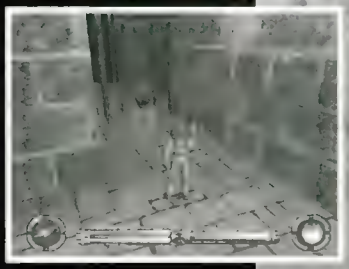
Kill the Spectre inside using magic (try the Freeze Spell to stun him, and then use your Fire Weapon). After killing him, pick up the holy stone and return to Sector 2.

3. Go back to Sector 2, Step 2.



Returning from Sector 2 (Line 9)

4. When you return from Sector 2, follow line 9 into Sector 3. Go to Sector 3, Step 1.



Returning from Sector 3 (Line 10)

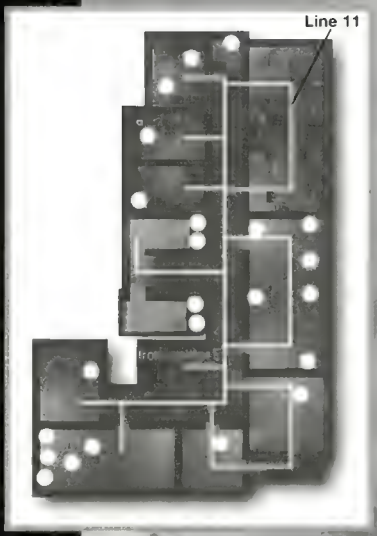
5. When you come back from Sector 3, follow line 10. Use the two Small Keys to open gates (c) and (d).
6. Continue, and grab the Heart in (e). Then return to Sector 3.
7. Go to Sector 3, Step 7.

Returning from Sector 3 (Line 9)

8. After returning from Sector 3, follow line 9 back into Sector 2. Move on to Sector 2, Step 5.

Sector 7 (Line 11)

1. This sector represents the floorplan of the Psygnosis French Offices.

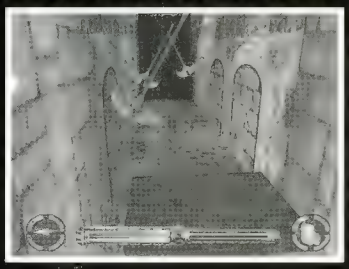


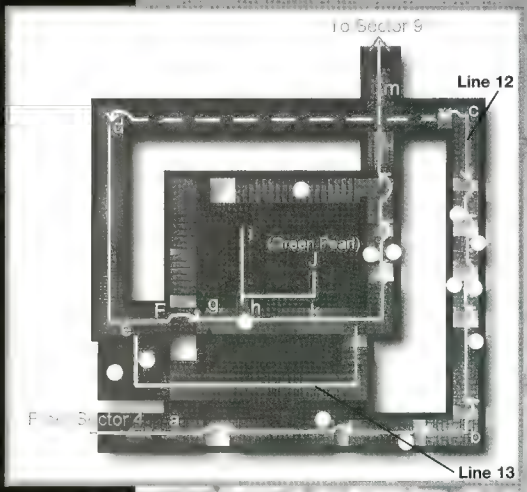
There are no enemies in the area—just a ton of bonuses. Gather them all and return to Sector 5.

2. Go to Sector 5, Step 4.

Sector 8 (Line 12)

1. When you've made it here from Sector 4, you'll begin this sector in (a). Walk carefully near the steaming walls and get ready to slide down the corridor. Slide down the floor and be sure to jump over all the holes to reach (b).
2. Head south and repeat the previous step to arrive in (c).
3. Now you must stand on the moving platform to get over the lava pit and through a line of swinging blades to reach (d).

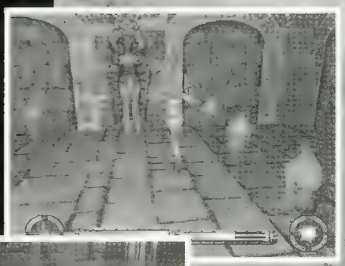




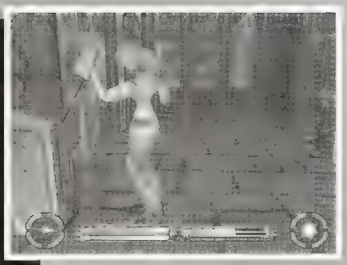
(If you get stuck in the lava, using the Ghost Spell may protect you.)

4. Make your way to (e). Shoot out a section of wall to reveal a secret place (Line 13). Return to (e), and then go to (F).
5. From (F), jump over the gap to (g)—avoiding the steam. If you fall, simply pass through the secret area to return to (F).
6. When you've made it safely past the steam to (g), walk into the nearby pit and shoot the wall (h) to gain access to a hidden room.
7. Crawl through the small hole and walk over to (i). Pull the lever to open the gate into the next sector (m).
8. Follow the path into the next room, where you'll find the Green Pearl.

   Take the Pearl and return to (h).

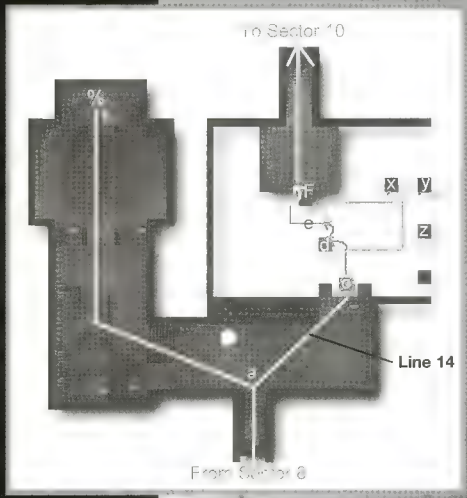


9. Continue on the path and pull the lever (k) to open the gate nearby.
10. Follow the path, slide down another steep corridor, and keep jumping to (L).
11. Jump across the small gap to (m) and enter Sector 9.
12. Move on to Sector 9, Step 1.

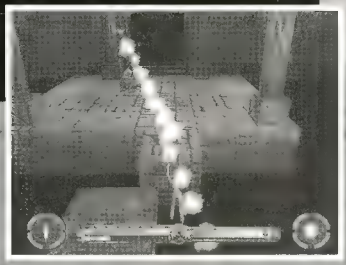


Sector 9 (Line 14)

1. When you arrive from Sector 8, you'll be in (a). Consider saving your progress in the saving pod at (b) before moving on.
2. After saving your game, run to the floating platform (c) and jump onto it. When it gets close enough to platform (d), jump on that. Don't stay on the moving platform when it follows the gray line; enemies in (x), (y), and (z) will pick you off. Jump back onto the moving platform once it reaches (e). From there jump across to (f) and head for the next sector.



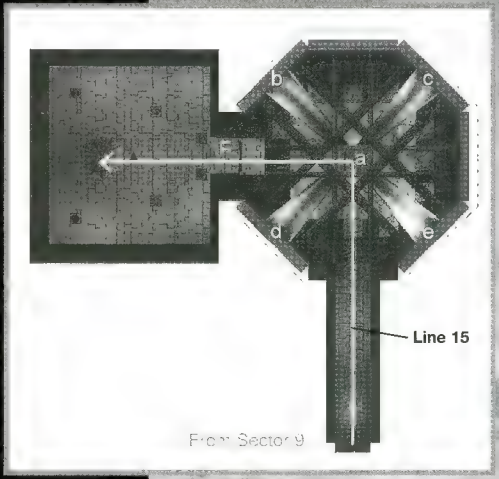
3. Go to Sector 10 and prepare to fight the final boss, Ah Puch.

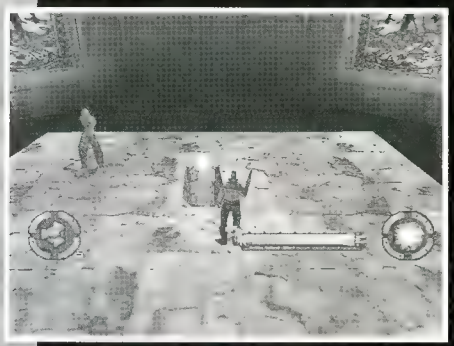


Sector 10—The Final Boss, Ah Puch (Line 15)

After your long journey through these lengthy and dangerous levels, it's finally time to settle the score with the big bad boss, Ah Puch. Before standing toe-to-toe with this devastating creature, make sure you've obtained the Green Pearl. If you don't have it, retrieve it now from Sector 8. Without the Green Pearl on your side, your chance of survival is zero.

When you have the Green Pearl, head deeper into this sector and quickly place the Pearl on the container (a) in the center of the room.

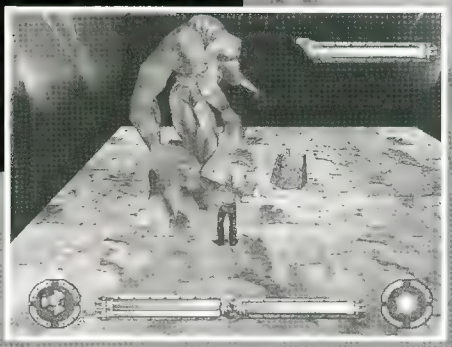




Next, you must shoot out the four stained-glass windows (b), (c), (d), and (e).

This causes the Pearl to levitate, and Ah Puch will transform into a hideous monster.

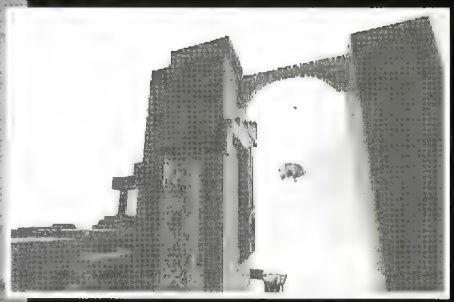
The walls around him will fall, as well, revealing mirrors surrounding the room.

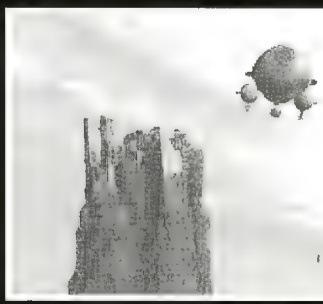


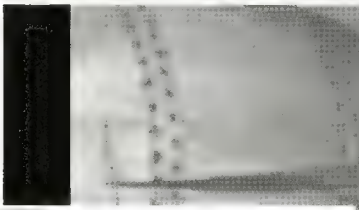
Be cautious. Ah Puch will try to retaliate with a series of Lightning and Miniaturize spells.

If you have the Ghost Spell available, use it to defend yourself from Ah Puch's attacks. The only way you can defeat him is to strike him with shots that ricochet off the mirrors.

(It's best to do this while under the Ghost Spell.) When you've defeated Ah Puch, a series of platforms appear, leading up to an air balloon. Take them to (f) and jump into the balloon to meet up with the *Nautiflyus*. Now sit back, relax, and enjoy the rest of the show!







Appendix A: Character Features

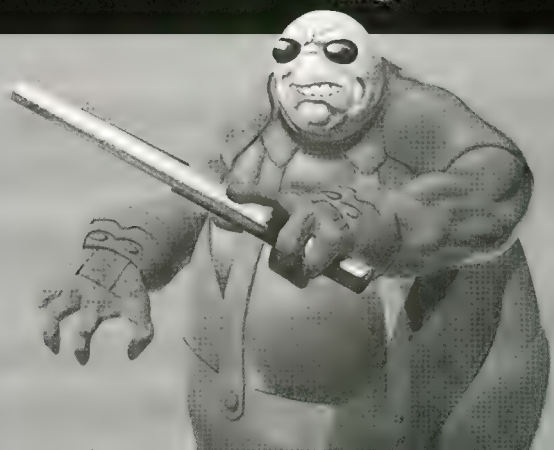
Character Starting Attributes

Character	Armor Start/Max	Weapon Control Start/Max	Spirit Start/Max	Experience Start/Max	Stalking Ability Start/Max
Ike Hawkins	10/80	20/90	5/50	15/255	6/11
Julia Chase	5/60	10/80	20/80	15/255	4/8
Maxx Havok	30/100	15/90	0/30	5/255	8/12
Solaar	15/65	5/55	25/100	5/255	5/10

Total starting points (Armor, Weapon, Spirit, Experience) for each character begins at 50.
Total maximum points (Armor, Weapon, Spirit, Experience) for each character can't exceed 475.

Character Spell and Weapon Abilities

Character	Blue Power-up	Yellow Power-up	Green Power-up	Gray Power-up	Starting Objects	Gifts	Starting Spells
Ike Hawkins	2/9	1/7	0/7	0/7	1 Blue Ammo 1 Yellow Ammo 5 Grenades 1 Energy	5 Grenades	None
Julia Chase	1/8	0/8	2/9	0/5	1 Blue Ammo 1 Mana 1 Compass 1 Energy	1 Compass	Mana Level 1 Life Level 1
Maxx Havok	0/7	1/9	0/7	0/7	1 Blue Ammo 1 Yellow Ammo 5 Grenades 1 Energy 5 Mines	5 Mines	None
Solaar	0/6	0/6	1/9	1/9	1 Green Ammo 1 Antidote 2 Mana 1 Energy	1 Antidote	Mana Level 1 Life Level 1 Electric Level 2



Appendix B: Enemies Table

Name	Ex	HP	Weapon Resistance %						
			Power	Laser	Lightning	Flame	Fusion	Kick	Expl.
LEVEL 0 (Grenade = 50)									
Bat (Light)	2	20	0	25	50	25	75	0	0
Level 1 (Grenade = 50)									
Bat (Light)	2	20	5	25	50	25	75	0	0
Bat (Big)	3	30	7	50	75	50	75	0	0
Grenadier	5	50	10	25	50	25	0	0	0
Machine Gunner	4	40	10	25	50	25	0	0	0
Defense Turrets	6	60	20	0	50	75	75	75	50
Arrows	—	—	20	—	—	—	—	—	—
Golem	20	400	25	0	50	25	25	0	0
Level 2									
Machine Gunner Grenadier—	4	40	15	25	50	25	5	0	0
Machine Gunner	6	60	10	25	50	0	0	0	0
Killing Ball (Cannon)	10	100	10	25	0	50	0	50	25
Killing Ball (Ammunition)	6	60	0	0	0	0	0	50	0
Killing Ball (Flame)	6	60	0	0	0	0	0	50	0
Piston	—	—	35	—	—	—	—	—	—
Soldier Robot	10	200	30	50	0	75	25	50	75
Flame Spitter	—	—	30	—	—	—	—	—	—
Nail Robot	8	150	20	25	0	50	0	0	75
Legless Robot	6	60	25	25	0	75	0	0	50
Laser Cannon	10	200	25	—	—	—	—	—	—
Prototype Left Arm	5	100	20	100	100	100	100	100	75
Prototype Right Arm	5	100	20	100	100	100	100	100	75
Prototype Body	50	1000	40	0	25	50	0	100	0
Level 3									
Bat (Light)	2	20	5	25	50	25	75	0	0
Grenadier– Machine Gunner	6	60	10	25	50	0	0	0	0
Machine Gunner	4	40	10	25	50	25	0	0	0
Zombie	8	80	20	75	50	75	0	25	50
Funky	1	10	5	25	25	0	0	0	0
Raptor	3	30	10	25	25	0	0	0	0
Bad Plant	9	180	25	75	75	0	50	75	0
Egnose	—	—	—	—	—	—	—	—	—
Surveillance Camera	10	100	40	50	0	75	25	75	25
Propellers	—	—	100	—	—	—	—	—	—
Tree Man	60	1200	30	100	100	25	100	100	50

			Weapon Resistance %						
Name	**Ex**	**HP**	**Power**	**Laser**	**Lightning**	**Flame**	**Fusion**	**Kick**	**Expl.**
Level 4									
Surveillance Camera	10	100	40	50	0	75	25	75	25
Killing Ball (Cannon)	10	100	10	25	0	50	0	50	25
Killing Ball (Ammunition)	6	60	0	0	0	0	0	50	0
Toxic Steam Throw	—	—	50	—	—	—	—	—	—
Machine Gunner	4	40	10	25	50	25	0	0	0
Mutant Rat	1	10	20	0	0	0	0	0	0
Mutant Piranhas	4	40	10	0	75	100	0	0	0
Guardian (Lightning)	8	180	20	75	25	75	75	75	50
Guardian (Stick)	7	170	30	75	25	75	75	25	50
Zombie	8	80	20	75	50	75	0	25	50
Prisoner	2	20	—	0	0	0	0	0	0
Leader (Jar)	2	20	—	0	0	0	0	0	0
Leader (Freed)	10	100	10	0	0	0	0	0	0
Spectre	20	200	50	100	100	100	100	100	100
Ek Ahau	40	800	50	75	75	75	75	75	75
Level 5									
Mutant Rat	1	10	20	0	0	0	0	0	0
Mutant Piranhas	4	40	10	0	75	100	0	0	0
Imix	35	350	30	100	25	75	0	75	50
Knackers	20	200	25	25	50	25	75	25	0
Kitchen Clerk	20	200	35	75	25	75	50	0	0
Circular Blade	—	—	70	—	—	—	—	—	—
Steam Throw	—	—	30	—	—	—	—	—	—
Normal Spider	2/5	20	20	75	50	75	0	0	75
Toxic Spider	2/5	20	20	75	50	75	0	0	75
Kisin	100	2000	40	100	100	100	100	100	100
Level 6									
Sharky	30	300	10	25	0	50	25	100	50
Algus	27	270	20	75	0	50	25	50	25
Flying Piranhas	4	20	20	—	—	100	—	—	—
Mutant Piranhas	4	40	10	0	75	100	0	0	0
Ferryman	—	—	—	—	—	—	—	—	—
Nessy	10	100	20	75	75	100	75	100	100
Dragon	150	3000	50	100	100	100	100	100	100
Level 7									
Toxic Spider	2/5	20	20	75	50	75	0	0	75
Spectre	20	200	50	100	100	100	100	100	100
Sorcerer	6	60	5	—	—	—	—	—	—
Skeleton	3	30	30	100%	100%	75%	75%	0%	75%
Prowler	8	80	10	—	—	—	—	—	—
Bat (Big)	3	30	7	50	75	50	75	0	0
Imix	35	350	30	100	25	75	0	75	50
Steam Throw	—	—	50	—	—	—	—	—	—
Ah Puch (Human)	UNK	UNK	UNK	UNK	UNK	UNK	UNK	UNK	UNK
Ah Puch (Monster)	UNK	UNK	UNK	UNK	UNK	UNK	UNK	UNK	UNK

UNK = Unknown

Name	Magic Resistance % Water	Earth	Fire	Air	Damage Weapon	Other Extra	Notes	Sectors
LEVEL 0 (Grenade = 50)								
Bat (Light)	0	75	25	75	—	—	—	1, 3
Level 1 (Grenade = 50)								
Bat (Light)	0	75	25	75	—	—	—	1, 2, 5
Bat (Big)	25	75	0	75	—	—	—	1
Grenadier	75	50	25	25	Grenade	—	—	3, 4, 5, 6
Machine Gunner	75	50	25	25	15	—	—	2, 3, 4, 5, 6
Defense Turrets	75	75	75	75	25	—	—	2, 3, 4, 5, 6
Arrows	—	—	—	—	—	—	—	2, 4
Golem	25	0	25	0	—	—	Stone 30	8
Level 2								
Machine Gunner	75	50	25	25	15	—	—	1, 3, 4, 10, 11
Grenadier—Machine Gunner	25	25	0	25	15	—	—	2—6
Killing Ball (Cannon)	0	25	50	50	15	—	—	2, 4
Killing Ball (Ammunition)	0	25	50	50	—	—	—	2—4
Killing Ball (Flame)	0	25	50	50	—	—	—	5
Piston	—	—	—	—	—	—	—	2, 11
Soldier Robot	0	25	75	25	10/Flame	—	—	4—8
Flame Spitter	—	—	—	—	10/flame	—	—	5
Nail Robot	25	75	75	0	10	—	—	7, 8
Legless Robot	0	50	75	25	10	—	—	7
Laser Cannon	—	—	—	—	25	—	—	7
Prototype Left Arm	100	100	100	100	25	—	Missile thrower	
Prototype Right Arm	100	100	100	100	15	—	Machine	
Prototype Body	25	75	75	25	25	—	Blue Lightning 30	6
Level 3								
Bat (Light)	0	75	25	75	—	—	—	1, 10, 11
Grenadier–Machine Gunner	25	25	0	25	15	—	—	3
Machine Gunner	75	50	25	25	15	—	—	1, 11
Zombie	100	25	50	100	50	3 Lives	—	7, 8
Funky	25	0	0	0	—	—	—	1, 5, 8, 10
Raptor	50	0	0	25	—	—	—	1, 5, 7, 10, 11
Bad Plant	50	50	0	50	40	—	—	4, 5, 6
Egnose	—	—	—	—	—	—	—	1, 5, 9, 10, 11
Surveillance Camera	0	75	75	50	20	—	—	7
Propellers	—	—	—	—	—	—	—	6
Tree Man	100	100	25	100	—	—	—	2

Name	Magic Resistance % Water	Earth	Fire	Air	Damage Weapon	Other Extra	Notes	Sectors
Level 4								
Surveillance Camera	0	75	75	50	20	—	—	1, 2
Killing Ball (Cannon)	0	25	50	50	15	—	—	1, 4, 8, 10
Killing Ball (Ammunition)	0	25	50	50	—	—	—	1, 4 ,8 ,10
Toxic Steam Throw	—	—	—	—	—	—	—	—
Machine Gunner	75	50	25	25	15	—	—	3
Mutant Rat	0	0	0	0	—	—	—	2, 8, 10
Mutant Piranhas	100	0	100	0	—	—	—	3
Guardian (Lightning)	25	75	50	0	—	—	Blue Lightning 30	5, 7
Guardian (Stick)	25	75	50	0	—	—	—	4, 6, 12
Zombie	100	25	50	100	50	3 lives	—	9
Prisoner	100	100	100	100	—	—	—	5, 6
Leader (Jar)	0	0	0	0	—	—	—	2
Leader (Freed)	0	0	0	0	—	—	—	3, 5
Spectre	50	25	50	75	30	—	—	11
Ek Ahau	100	100	100	100	—	—	—	13
Level 5								
Mutant Rat	0	0	0	0	—	—	—	5
Mutant Piranhas	100	0	100	0	—	—	—	5
Imix	25	25	25	25	20	—	—	6, 7
Knackers	75	50	25	75	—	—	—	—
Kitchen Clerk	0	0	0	0	—	—	—	3, 4, 6
Circular Blade	—	—	—	—	—	—	—	4
Steam Throw	—	—	—	—	—	—	—	1
Normal Spider	75	75	75	75	—	—	—	1, 2, 6
Toxic Spider	75	75	75	75	—	—	—	1, 2, 6
Kisin	100	100	100	100	—	—	—	8
Level 6								
Sharky	100	50	50	25	20	—	—	1, 5, 6, 7, 12
Algus	100	50	25	25	15	—	—	1, 2, 4, 5, 6, 8, 12, 13
Flying Piranhas	—	—	—	—	—	—	—	7
Mutant Piranhas	100	0	100	0	—	—	—	1, 2, 3, 6, 7, 12, 13
Ferryman	—	—	—	—	—	—	—	9
Nessy	75	100	100	100	10/flame	—	—	9
Dragon	100	100	100	100	10/flame	—	—	10
Level 7								
Toxic Spider	75	75	75	75	—	—	—	1
Spectre	50	25	50	75	30	—	—	2, 6
Sorcerer	50%	50%	50%	50%	—	—	—	3, 6
Skeleton	100%	100%	75%	100%	—	5 lives	—	4, 5
Prowler	—	—	—	—	—	—	—	2, 4
Bat (Big)	25	75	0	75	—	—	—	4
Imix	25	25	25	25	20	—	—	9
Steam Throw	—	—	—	—	—	—	—	—
Ah Puch (Human)	UNK	UNK	UNK	UNK	UNK	UNK	—	10
Ah Puch (Monster)	UNK	UNK	UNK	UNK	UNK	UNK	—	10

UNK = Unknown

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Credits

Written By: Jeremiah Marinas
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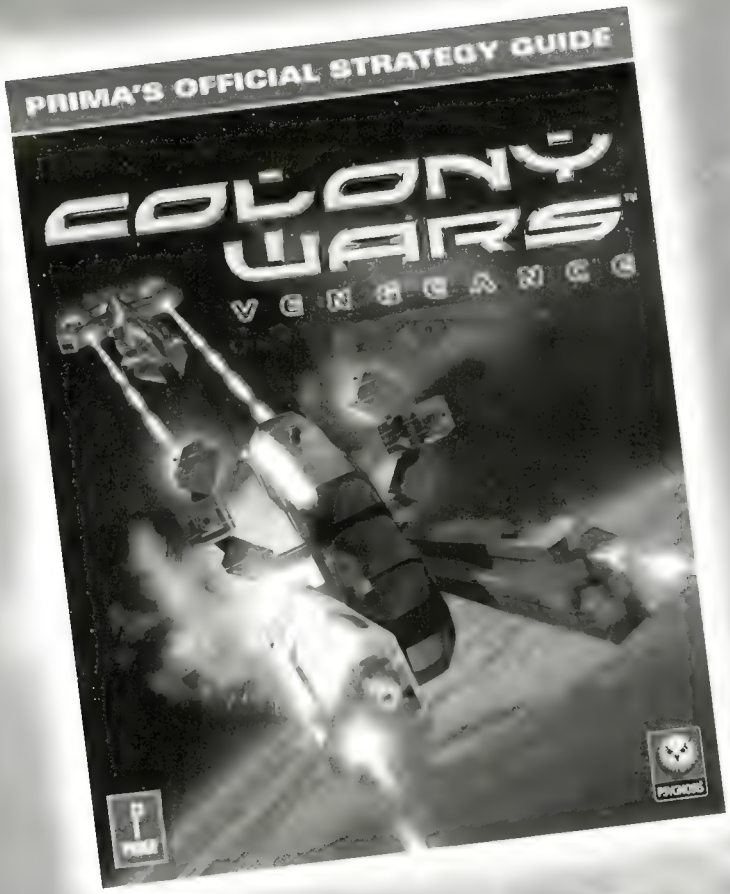

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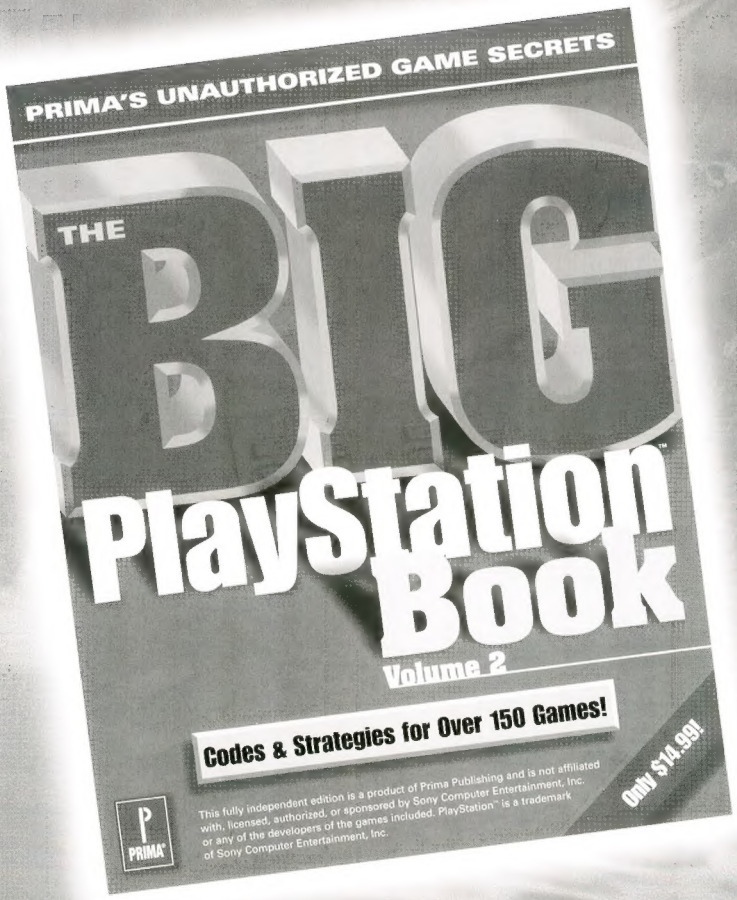

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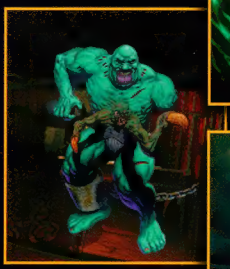

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